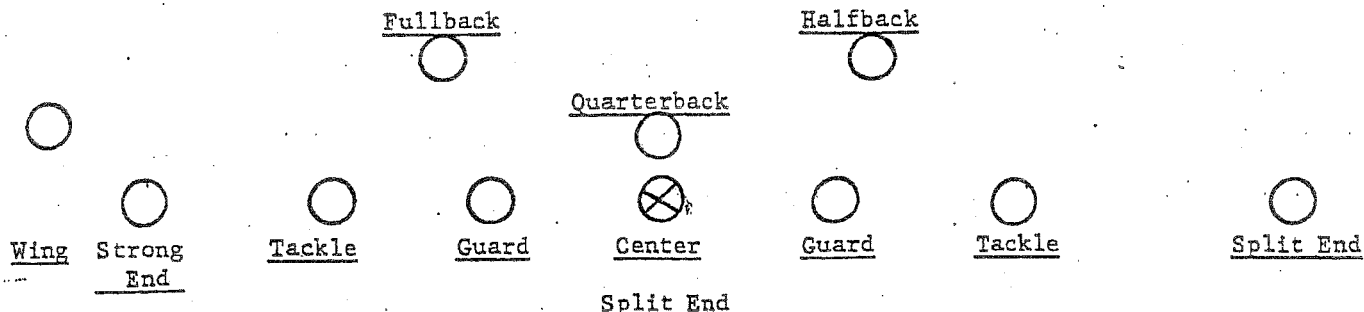


66 Green Bay

OFFENSIVE TERMINOLOGY



Largest - Boyd Dowler, Green Bay	6'5"	230
Average	6'2"	200
Smallest - Carrol Dale, Green Bay	6'1"	190

BASIC REQUIREMENTS AND INFORMATION:

He must have excellent fakes and sure hands - most reliable receiver - considered the shorter pass receiver and best third down man. The split end does not need the speed that the wing must possess, however, his speed should be above average. He needs sufficient intelligence to understand defenses - he must be rugged enough to execute the "crackback" block on the linebacker - occasionally he will tighten and have to perform a head-on block or angle block, naturally the greater his pass catching ability, less will be his blocking requirements.

SPEED: 4.8 seconds for 40 yards in shorts and football shoes.
(All times are on movement of players hand)

Strong End

Largest - Ron Kramer, Detroit	6'4"	250
Average	6'2"	215
Smallest - Pete Retzlaff, Eagles	6'1"	210

BASIC REQUIREMENTS AND INFORMATION:

The strong end is our blocking end - he must be a tough, rugged competitor and have the ability to catch a ball in a "crowd". He will normally perform three types of blocks; angle block on defensive end, double-team block with offensive tackle and a zone block on a linebacker head-on. His pass patterns are normally combination-type, fences - needs sufficient speed to "clean-out" area for wing's short patterns.

SPEED: 5.0 seconds for 40 yards in shorts and football shoes.

WING (FLANKER)

Largest - Gary Collins, Cleveland	6'4"	220
Average	6'1"	197
Smallest - Tommy McDonald, Los Angeles	5'10"	175

BASIC REQUIREMENTS AND INFORMATION:

The Wing should possess all the qualities of a good pass receiver. The most important is speed - he must be a good "deep" receiver. He must not "hear foot-steps". The majority of the time the wing will be covered man-to-man; therefore, he must be an "explosive" threat to the defense. He must be able to perform a "crack-back" block on the safety and occasionally on a linebacker.

SPEED: 4.8 seconds for 40 yards in shorts and football shoes.

OFFENSIVE TACKLES

Largest - Bob Brown, Philadelphia	6'5"	280
Average	6'4"	249
Smallest - Frank Varrichione, Los Angeles	6'1"	235

BASIC REQUIREMENTS AND INFORMATION:

Pass protection is the most important quality. He needs the agility and balance to handle good defensive ends. Pass blocking will occupy 50% of his time. Quickness and strength at the point, plus speed to pull on pitchouts are necessary.

SPEED: 5.4 seconds for 40 yards in shorts and football shoes

OFFENSIVE GUARDS

Largest - Jim Parker, Baltimore	6'3"	275
Average	6'1"	243
Smallest - Darrell Dess, New York	6'0"	240

BASIC REQUIREMENTS AND INFORMATION:

Guards must possess the speed and agility to "Pull" to play a pro-type offense. Guards need the strength to handle 260 pound defensive tackles - pass blocking is a must. They are expected to be able to perform a zone block, cross block, double-team and trap blocks as well as lead through the hole and around the ends.

SPEED: 5.2 seconds for 40 yards in shorts and football shoes.

CENTER

Largest - Art Hunter, Pittsburgh	6'4"	247
Average	6'2"	239
Smallest - Mick Tinglehoff, Minnesota	6'1"	235

BASIC REQUIREMENTS AND INFORMATION:

Center is the leader of the offensive line - he must possess leadership qualities - he is responsible for calling the blocking for the line, therefore, he must be intelligent - has a steady influence on the offensive team. He must possess sufficient speed and quickness to make a cut-off block on a defensive tackle, control a middle linebacker and pull out as an optional blocker on passes to "pick-up" shooting linebackers. Still must have sufficient strength to block back and "shut off" a defensive tackle on a trap up the middle.

SPEED: 5.3 seconds for 40 yards in shorts and football shoes.

QUARTERBACK

Largest - Roman Gabriel, Los Angeles	6'4"	229
Average	6'1"	198
Smallest - Charley Johnson	5'11"	190

BASIC REQUIREMENTS AND INFORMATION:

Most important quality is ability to pass exceptionally good both long and short. Should be quick away from the center, have quickness of delivery and be confident when rushed or forced out of the pocket. Leadership, intelligence and poise are important to his success. Straight away speed or running ability is not necessarily important; however, quickness is important. Should be able to throw accurately off-balance.

FULLBACK

Largest - Jim Brown, Cleveland	6'3"	230
Average	6'1"	218
Smallest - Don Perkins, Dallas	5'10"	200

BASIC REQUIREMENTS AND INFORMATION:

Fullback must be a tough "hard nose" football player. He needs the same blocking ability that a guard possesses. He should possess good running ability, more on the power side. He is expected to block defensive ends and linebackers by himself and be a good pass blocker - his pass receiving ability can be an asset.

SPEED: 4.9 seconds for 40 yards in shorts and football shoes.

HALFBACK

Largest - Phil King, Minnesota	6'4"	225
Average	6'0"	205
Smallest - Dick Hoak, Pittsburgh	5'11"	190

BASIC INFORMATION AND REQUIREMENTS:

Must be an outstanding runner and pass receiver with good speed and durability. He is expected to be able to block "shooting" linebackers on passing situations and occasionally block a defensive end or linebacker on fullback plays. Our halfbacks will catch as many passes as any receiver during a season. A smaller halfback with good speed can be utilized as a "spot" player.

SPEED: 4.8 seconds for 40 yards in shorts and shoes.

OFFENSIVE TERMINOLOGY

ONSIDE	Side to which play is called.
OFFSIDE	Side away from play called.
STRONG SIDE	Side which flanker is set.
WEAK SIDE	Side away from flanker.
EVEN	Defensive line spacing with no lineman over center.
ODD	Defensive line spacing with lineman over center.
WING	Any outside flanking man.
CLOSE-NEAR & FAR	Expressions for position of flanker in relation to end.
B.O.-BACKS OPPOSITE	Indicates backfield action opposite from normal.
FAN	Pass expression sending one remaining back in the pattern to the side of flanker.
SWING	Pass expression sending one remaining back in pattern away from flanker.
DIVIDE	Fan and swing pattern by backs.
FLOOD	Passes where both remaining backs are in a pattern to the same side.
STAND UP	Zone block used by end in taking outside LB out or in.
FOLD	Maneuver where lineman steps behind block of man next to him to block L.B. or seal upfield.
TRAP	A block executed by pulling lineman and blocking def. lineman inside out. C.P. (long and short) on def. tackle.
SLAM	Hard shoulder contact and release for another assignment.
ANGLE	Block back procedure of offense lineman who has outside position on def. man and blocks man away from point of attack.
CUTOFF	Maneuver to slow up pursuit of defensive man. C.P. reach block.
CHECK	Weak tackle checks def. end and seals weak linebacker.
SEAL	Assuming position to pick up any offside pursuit.
BLAST	Angle block by offensive lineman on LB.
DRIVE	Aggressive block. C.P. Butt block and nut cracker.
LOG	Block used by pulling lineman when defensive lineman has closed down.
PEEL	Downfield block by offensive man blocking back close to line of scrimmage.
DOO-DAD	Cooperation blocking in an area by one or two offensive men on two defensive men. C.P. (1 man - 2 man).
TURN BLOCK	Term telling end to block first man to his outside.
PINCH BLOCK	Aggressive double team on one man. C.P. (DT - DE)
SLIDE BLOCK	Block onside procedure using cutoff maneuver towards point of attack. C.P. (Run - Pass).
ZONE BLOCK	Center on 0 man - Guard on 1 man - Tackle on 2 man - End on 3 man.

L.B.Y.S.	Lineback your side.
O.L.B.	Offside linebacker.
MIKE	Middle linebacker. C.P. (Mike - Mac)
C.P.	Coaching Point.
MAC	Middle L.B. on line.
G BLOCK	On guard angles 1st man outside. On tackle traps 1st man inside.
TEX BLOCK	Tackle angles 1st man inside. Guard traps 1st man outside.

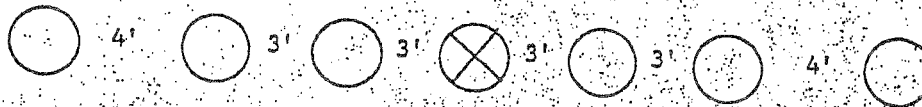
BACKS BLOCKING TERMINOLOGY

It is vitally important that you know, understand, and execute these blocks. They are absolutely essential to our running attack and ultimately to our success.

BOB BLOCK	Tough drive block on L.B. - either in or out. As designated by hole call. Bob is the code for back on backer.
POWER BLOCK	Tough drive block with lineman. Actually a double team block at point of attack with lineman.
WHAM BLOCK	Always a block on an interior lineman.
DOO-DAD BLOCK	This style of blocking means that a back and a lineman may be area blocking or cooperating vs two stunting def. players.
BILL	Tough drive block on second man in - either in or out, as designated by hole call. Bill is the code for back inside.
SQUEEZE	Double team block with lineman on an interior def. lineman.

RUNNING OFFENSE

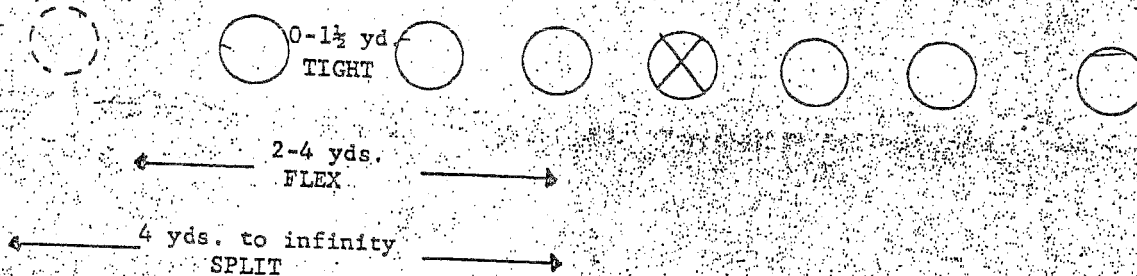
Basic Splits - 3' However - Never split to a distance that a defensive man can beat you through the gap.



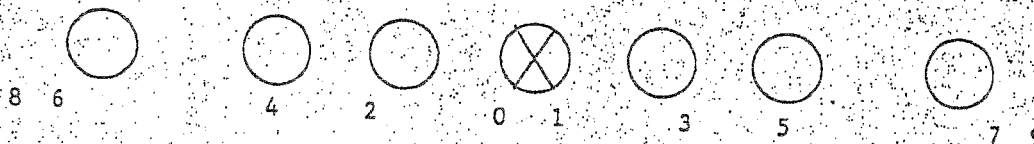
A. Basic Strong End Splits
Regular - 1 to 1 1/2 yds.
Open - 2 yds. or more.

B. Basic Weak End Splits
Tight - 0 to 1 1/2 yds.
Flex - 2 to 4 yds.
Split - 4 yds. to infinity

C. Basic Wing Splits
Close - 1 to 1 1/2 yds.
Near - 2 to 8 yds.
Far - 8 yds. to infinity



HOLE NUMBERING

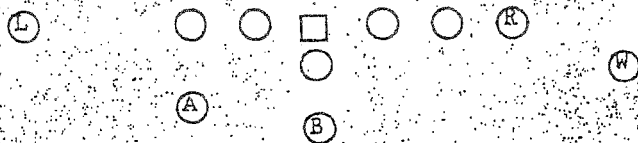


DEFENSIVE ALIGNMENT AND NUMBERING

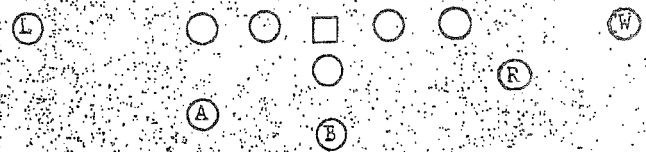
<p>3 B</p> <p>2</p> <p>1</p> <p>0 M</p> <p>1</p> <p>2</p> <p>3 B</p> <p>4-3</p>	<p>4 H</p> <p>3</p> <p>1</p> <p>2 B</p> <p>1 M</p> <p>3</p> <p>4 B</p> <p>4-4</p>
<p>1 M</p> <p>2</p> <p>0</p> <p>2</p> <p>3</p> <p>4 B</p> <p>Over</p>	<p>4 B</p> <p>3</p> <p>2</p> <p>0</p> <p>1 M</p> <p>2</p> <p>3 B</p> <p>Under</p>
<p>4 H</p> <p>3</p> <p>2</p> <p>1 M</p> <p>0</p> <p>2</p> <p>3</p> <p>4 B</p> <p>5-1</p>	<p>4 B</p> <p>3</p> <p>2</p> <p>0</p> <p>1 M</p> <p>2</p> <p>3 B</p>

FORMATIONS

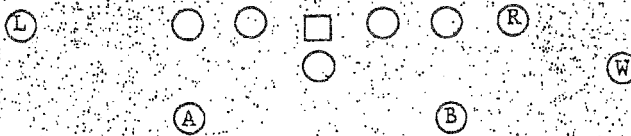
Brown Right



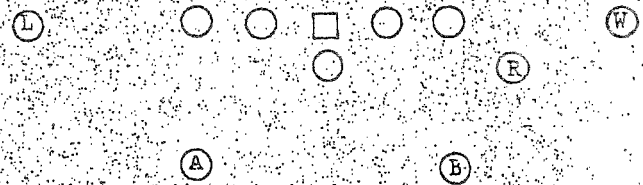
Brown Right - Inside



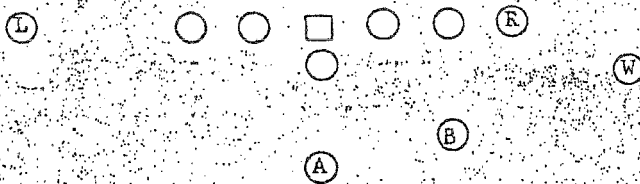
Red Right



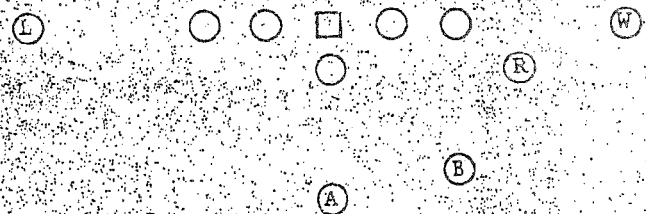
Red Right Inside



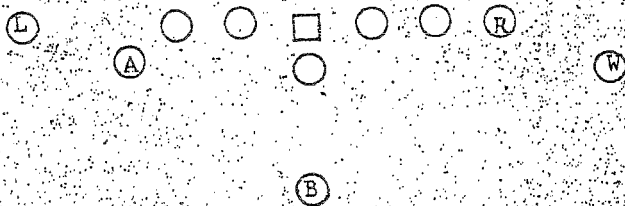
Blue-Right



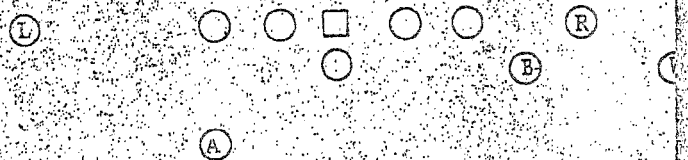
Blue Right - Inside



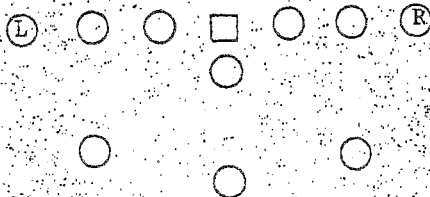
Double Wing
Brown Right



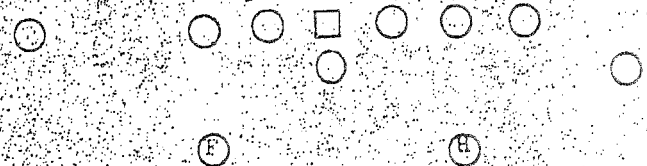
Triple Wing Right



Black Right



Green Right -
FB & HB have switched
Positions



Shot Gun Right



PASSING GAME

TO CALL A PASS IN HUDDLE QB WILL PRECEDE CALL WITH WORD "PASS"

Wing, "L" and "R" Passes

Hitch, hitch and go, hook, hook and go, double hook, turn in, turn out, double out, zig in, zig out, "V" in, "V" out, slant in, slant out, drag in, drag out, square in, square out, post, corner, fly, look, look and go, quick, deep quick, comeback, "L" and "R" cross and pivot.

General Rules for Three Man Called Routes

Passes to weak side end: On all short passes to weak side end, (hitch, quick turn out, slant) strong side end does an 8 yard turn in, wing does a 12 yard turn in. QB looks weak first.

On all long passes to weak side end, strong side end does 8 yard turn in or turn out. Wing does a quick turn out. QB looks strong first.

Passes to wing: On all short passes to wing, (hitch, slant, quick turn out) strong end does 8 yard turn in and weak end does deep turn in or turn out. QB looks strong first.

On all long passes to wing, strong end does 8 yard turn in and weak end does quick turn out or hitch. QB looks short side.

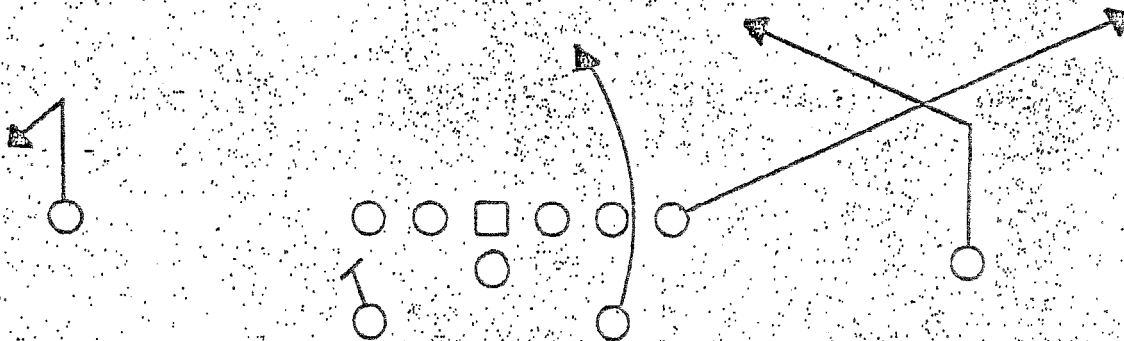
A & B PASSES

Wide, middle, circle, circle in and out, hook, hook and go, turn in, turn out, square out, fly inside, fly outside, corner, pop, delay inside, delay outside.

Combination passes 4-5-6-8-9, as well as individual route passes can be called from any formation. Refer to strong end and wing.

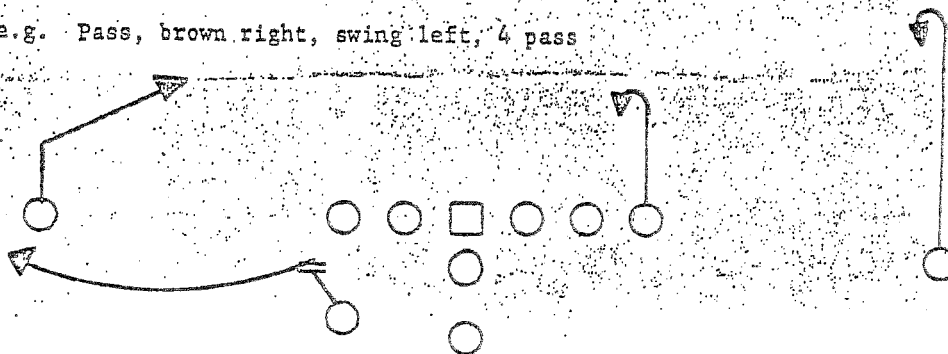
The fan passes (back nearest to flanker in pattern) can be called from any formation. They can be a combination pass or individual routes for end and wing, plus a called route for the near back.

e.g. Pass, red right, fan circle, R slant out, wing post



Swing passes designate back farthest from flanker to be called in the pattern. They are designated to take advantage of defensive rotation to man set.

e.g. Pass, brown right, swing left, 4 pass



PASSING GAME (CON'T)

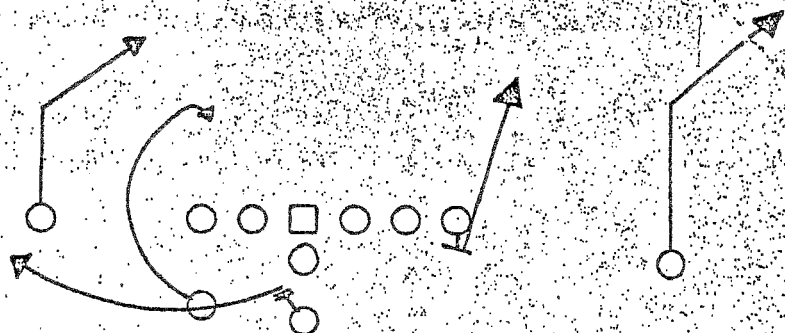
The flood passes are passes where both remaining backs are called into the pattern on the same side. All routes will be called.

C.P. The off end always stays in to block, unless called into pattern.

Ex. Flood Quick Screen, release inside and look for pass.

C.P. The FB checks weak side L.B. for blitz, none run a wide pattern.

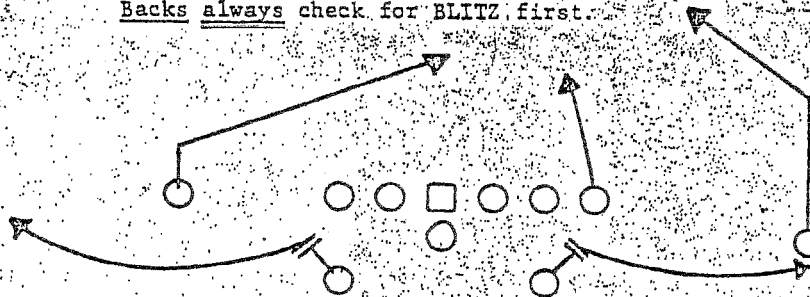
e.g. Pass brown right, flood left A hook L post.



Backs divide passes are passes where both remaining backs are called into the pattern on opposite sides.

e.g. Pass, red right, backs divide L slant.

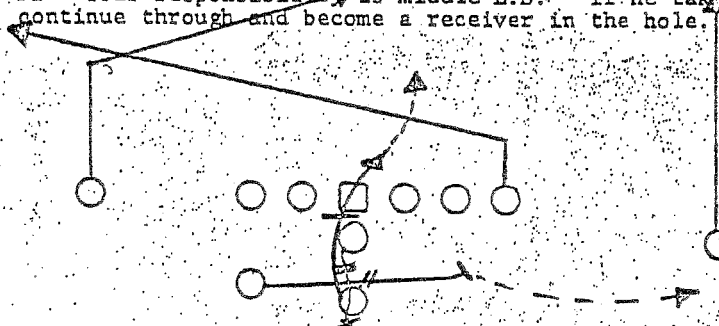
Backs always check for BLITZ first.



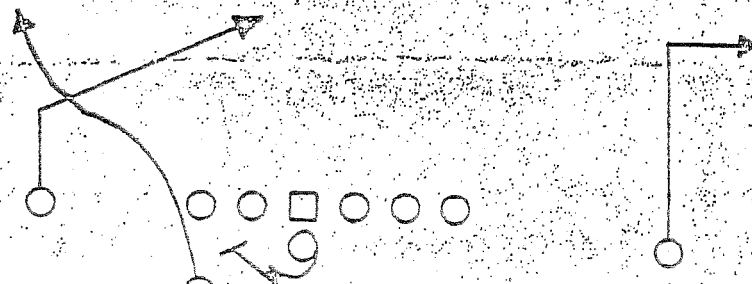
We shall also pass out of the running game. The play action and the route shall be called.

e.g. Pass, brown right, 63 L & R Wing Fly.











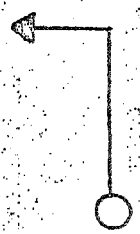
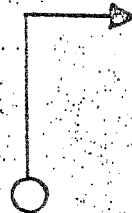



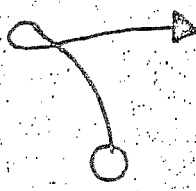




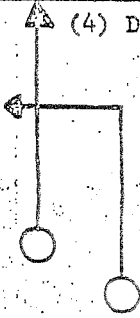
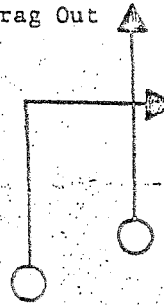
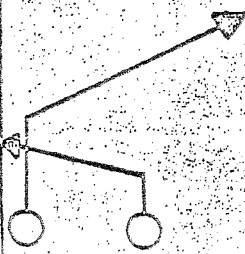


FB - Your responsibility is middle L.B. - If he takes off you may continue through and become a receiver in the hole.



e.g. Fire, brown right 36 L slant A fly outside.



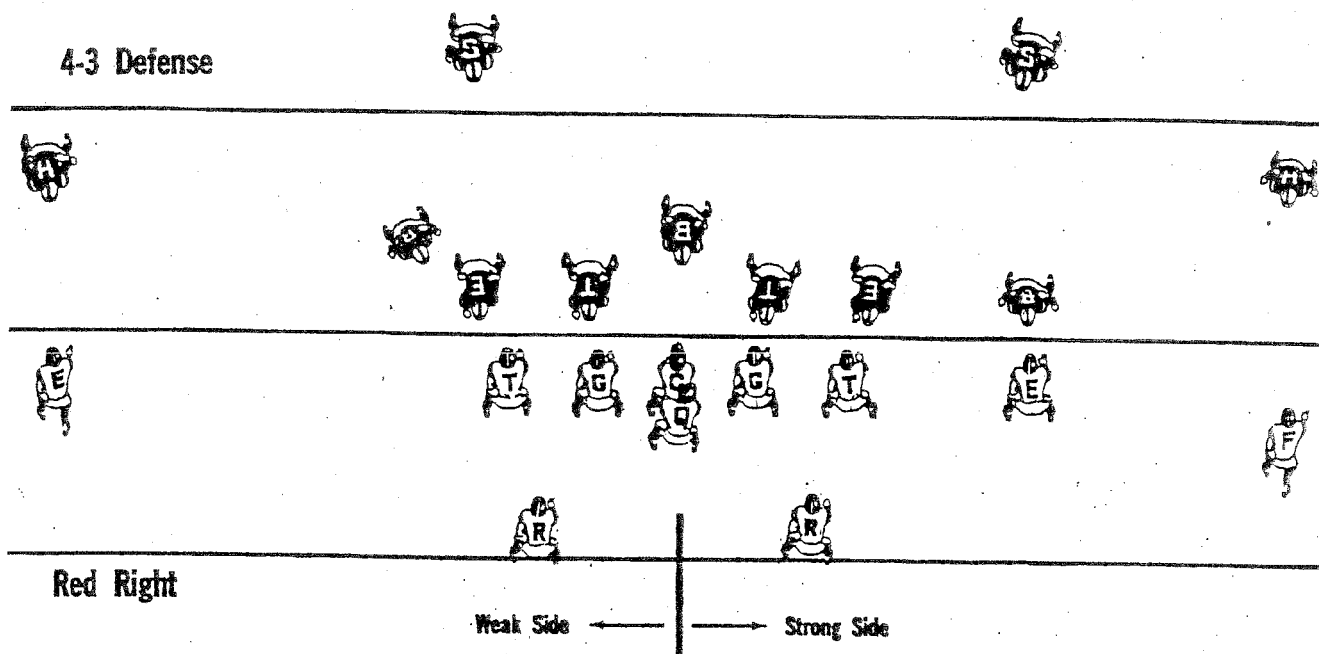
WING - L & R PASS ROUTE

Hitch 	Hitch & Go 	Hook 	Hook & Go 	Fly 
Zig In 	Zig Out 	Turn In 	Turn Out 	Quick Turn 
Square In 	Square Out 	(1) Come Back 	(2) "V" In 	(3) "V" Out 
Pivot Out 	Look & Go 	Post 	Corner 	Quick 
(4) Drag In 	(5) Drag Out 	"L" & "R" Cross 	Double Out 	Double Hook 

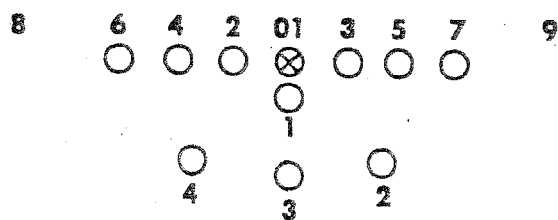
A & B PASS ROUTES

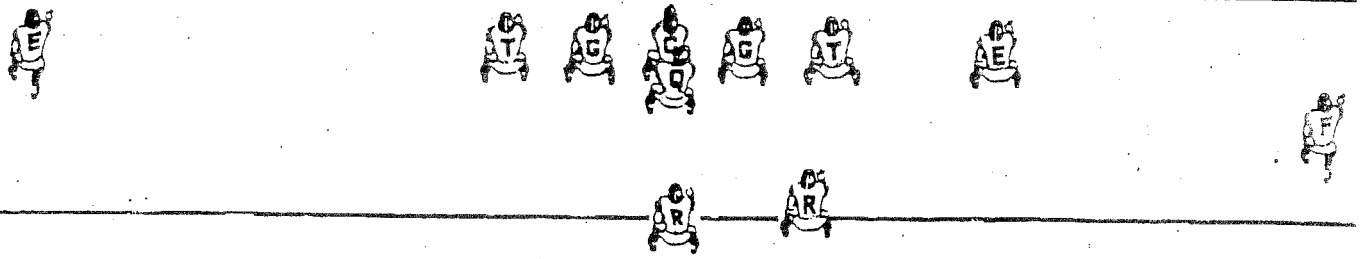
<p>Wide</p>	<p>Middle</p>	<p>Circle</p>	<p>Corner</p>
<p>Turn In</p>	<p>Turn Out</p>	<p>Hook</p>	<p>Hook & Go</p>
<p>Fly Inside</p>	<p>Fly Outside</p>	<p>Delay Inside</p>	<p>Delay Outside</p>
<p>Pop</p>	<p>Square Out</p>		

4-3 Defense

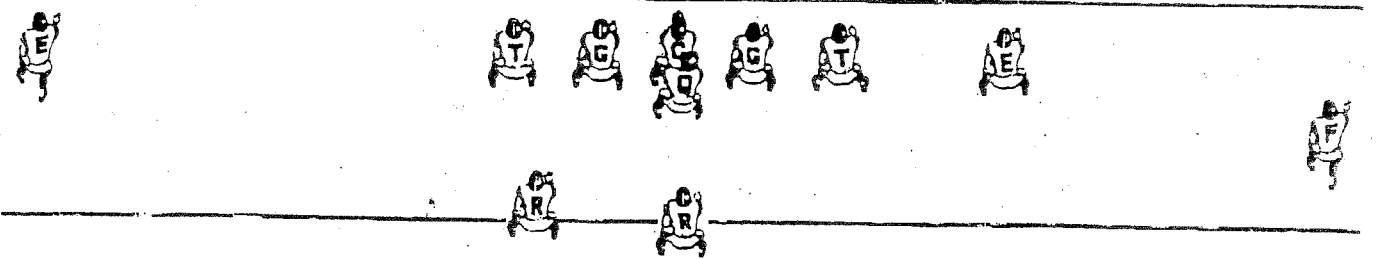


PLAY NUMBERING SYSTEM

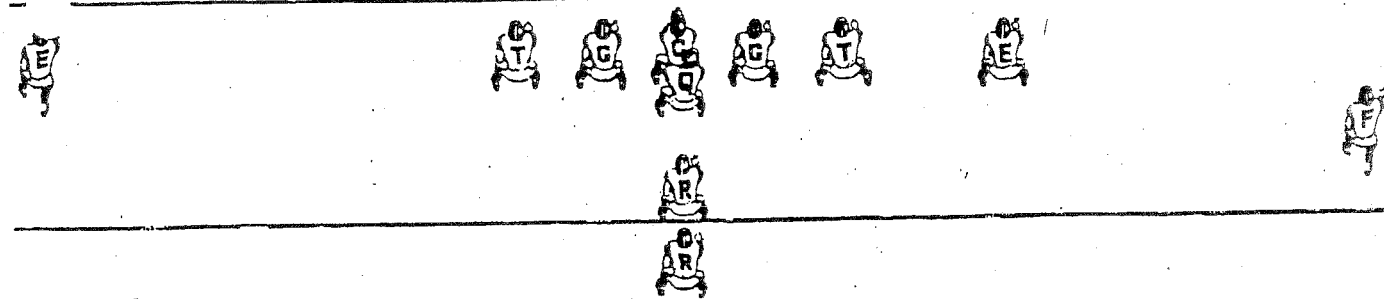




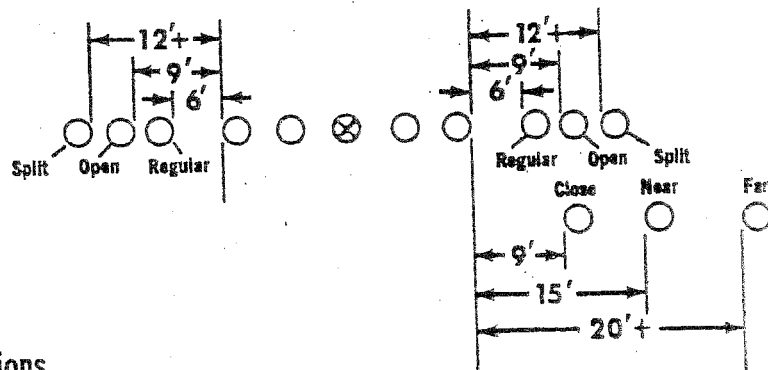
Blue Right



Brown Right



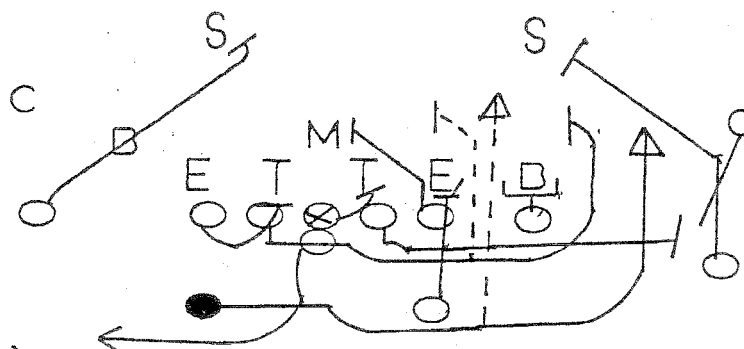
I-Right



End and Flanker Positions

The quarterback may designate three basic positions for the ends and the flanker on any play from any formation. The positions and common terminology are shown above. By constantly changing the

position of these men it is possible to make blocks on some running plays easier, to allow some pass patterns to be run more effectively, and in general to harass the defense and keep them guessing.

"49 STRONGSIDE"

"Even" Call: (above)

Blocking Call: "Odd" or "Even" is made by the Center. It depends on 2 things.

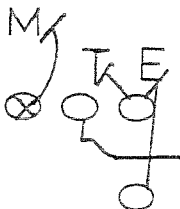
1. Align of Def. T.; 2. What kind of man he is. NOTE: Center can make "Odd" call vs. 4-3 although he usually makes an "Even" call (above) if uncovered. If covered make an "Odd" call.

Y - split 6-9 ft. from tackle to isolate OLB. Never allow penetration to the inside (outside doesn't matter). Your rule is to set as on a pass and drive man over in direction he wants to go. Put weight on inside foot and keep eyes on his number and when his numbers even with your eyes wheel him to the outside.

ON T - "Even" call - drive defensive #2 man over you. No man over (#2) slam #2 (influence) def. E. and seal inside on MLB.

FB - work in coordination with your Tackle. Drive first man that shows outside of offensive tackle (usually def. E), none, seal inside. If def. E goes inside bypass def. E and seal inside inside for MLB. Technique - drive quickly as possible over outside leg of offensive tackle - take straight line approach to stop penetration. May cheat up.

"Odd" Call: (below) - can be made even vs. an "Even" defense if Center feels he cannot make cutoff on def. T.



"Odd" Call (only changes):

Center - cutoff MLB (#0)

On T - drive 1st. man between himself and ball.

FB - Def. E right now (anyone on or outside your tackle.)

ON G - pull outside and drive 1st. man outside block of Y end. Technique - pull on 45 degree angle (lead foot at 45 degrees as you leave line) so FB can pass in front. Don't cut off FB's block but pull quickly behind him.

Experienced Guard could go inside of Y's block for Corner.

OFF G - pull flat until you get by QB's position then belly out. Keep looking inside and take first daylight you see. Turn up into that hole and seal inside looking for pursuit.

C - "Odd" call block "O" man. "Even" call cutoff onside.

OFF T - prevent plug by first man inside (#1). Pull as deep as possible (it is an error to pull flat). If no one to block turn inside first daylight and seal (can clip on your cutoff).

OFF E - Release for weakside safety. Vary split anywhere from 3 yards to WR position.

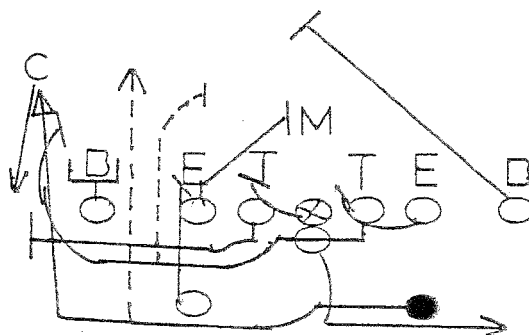
FLK - come off line simulating pass to drive Corner back. If Safety forces quickly must drive down on Safety. If Corner forces - bypass Corner for Safety (Safety is your man).

HB - lead step, come across parallel as hard and fast as you can. As soon as you get ball come under control with a slight belly or dip so you can key block of Y end and make decision to cut inside or outside of Y's block.

QB - open up, come back and hand off. Fake boot opposite play.

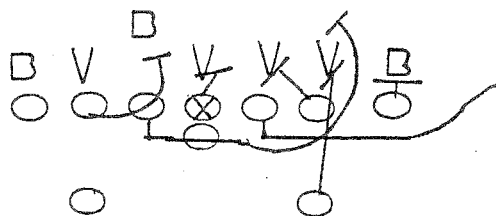
W/S &

"28 WEAKSIDE" = best when defenside backs cheat (S/S) towards Y & FLK to stop strongside sweep. Rules same as strong sweep except run to X end instead of Y end.

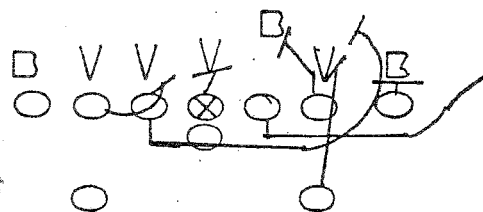


VS. "OVER"

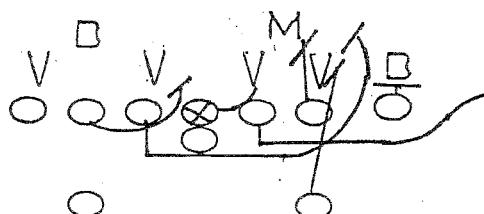
("ODD" CALL)

VS. "UNDER"

("ODD" CALL)

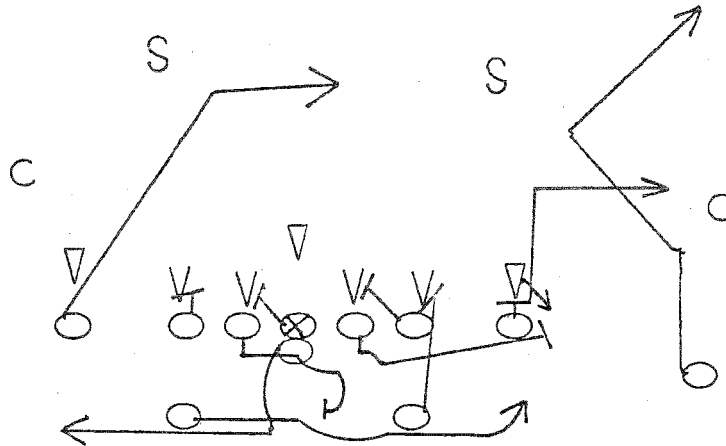
VS. "4-4" (6-2)

("EVEN" CALL)



TE TECHNIQUE: No ins. penetration! If OLB comes inside - drive with reverse shoulder. If OLB goes outside - TE open with outside foot - keep eyes on his numbers - when his numbers get outside your eyes - wheel him out (penetration outside doesn't matter).

FULLBACK & ONSIDE TACKLE: Use "DO-DAD" Technique.



*Vs. defense in which Corner & Safety force sweep quickly.

FLK - come downfield and drive in at Safety until you can't see him then break.

If Safety doesn't force but stays with you, continue on deep fly pattern to keep him deep.

Y - same block as sweep (drive man over you in the direction of his angle never allowing inside penetration) for 3 counts (1001-1002-1003). Release from block and run flat route 12-15 yds. downfield.

ON G - pull like sweep and take man released by Y end if he forces. If Corner forces take him.

ON T & FB - solid blocking by On T and FB takes def. E inside. Tackle down.

C - block back on def. T.

OFF G - pull and turn back - pick up anyone chasing from behind.

OFF T - drive def. E.

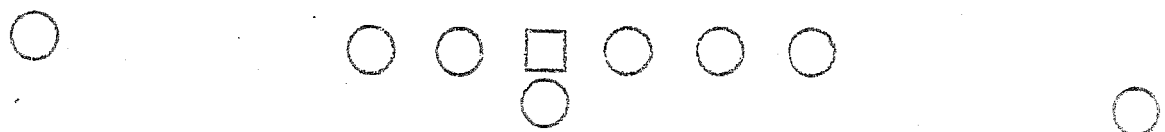
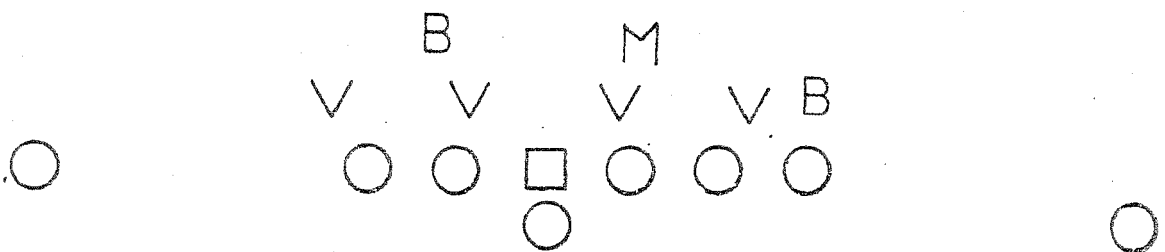
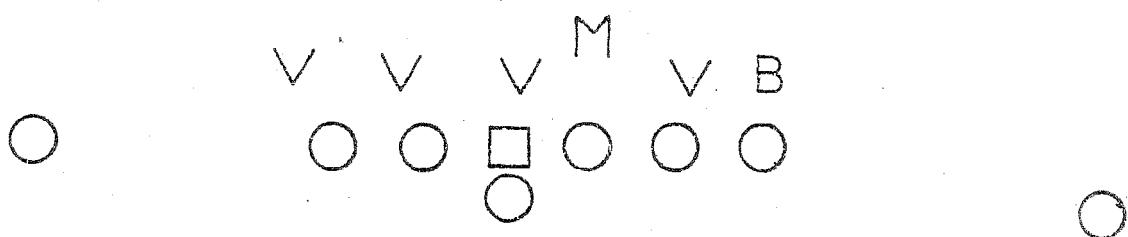
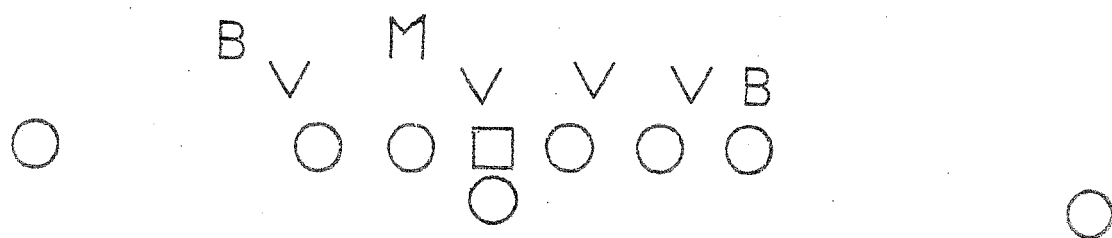
OFF E - run crossing pattern - try to get in front of W/S.

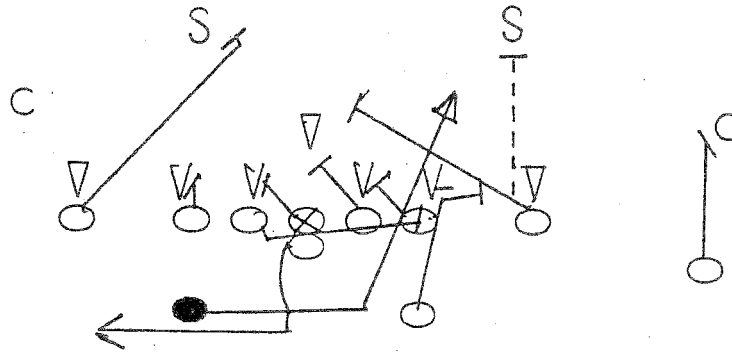
QB - same as sweep.

RB - come across like sweep and key block of On G on force man (OLB or Corner).

*Can yell "run" to Guard - check route of Y end first and flanker second.

If Safety comes up hard - Flk. is open!



"45 TRAP"

*Compliments sweep when Def. E fights out vs. FB's block:

FB - aim at outside leg of def. E just like you do on sweep then go thru hole and seal off LB on Y end.

ON G & ON T - use "Do-Dad". Guard drives with outside shoulder at inside of def.

T while looking at MLB. If MLB comes in hard leave your block on def. T

and take MLB. On T leads with inside foot for outside hip of def. T - if

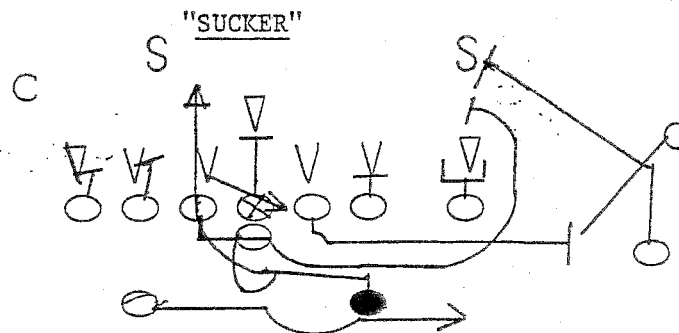
def. T goes to the inside seal for MLB. If def. T comes to you block him.

Y - release inside as seal man (could release him on S/S).

C - block back.

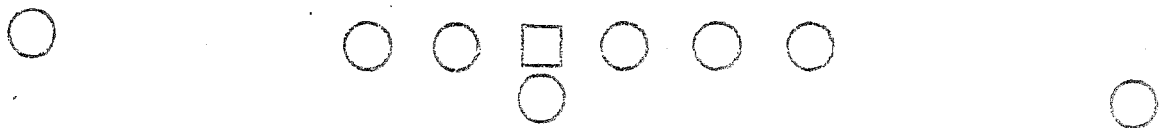
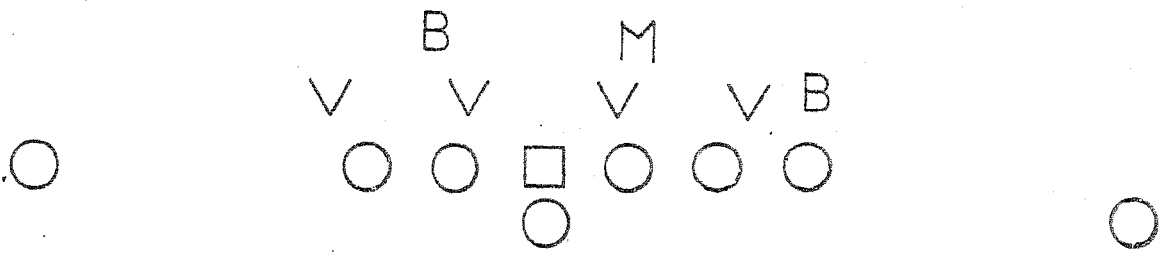
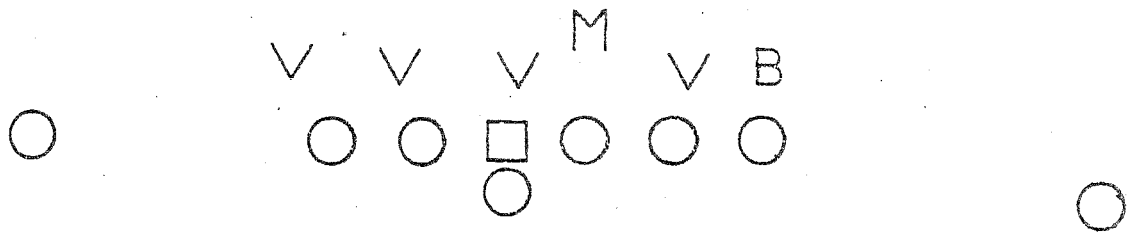
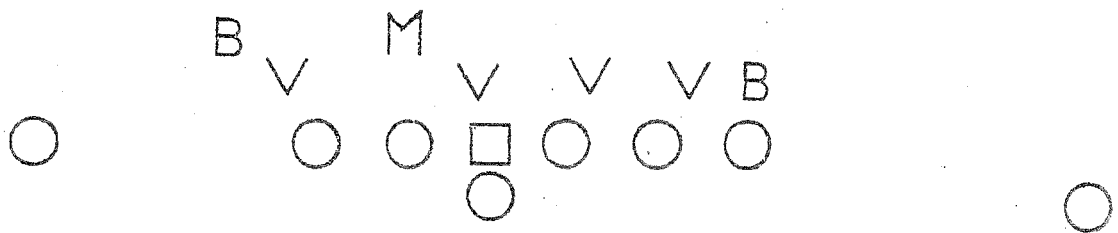
OFF G - Trap def. E.

HB - come across like sweep, cut inside Off G's block. Handoff can be back or under.

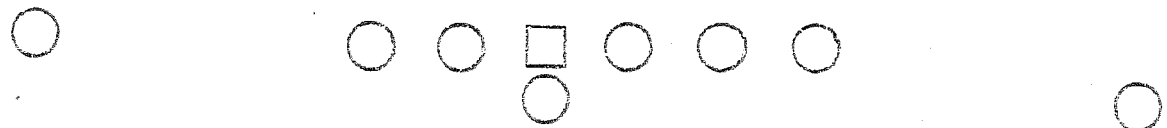
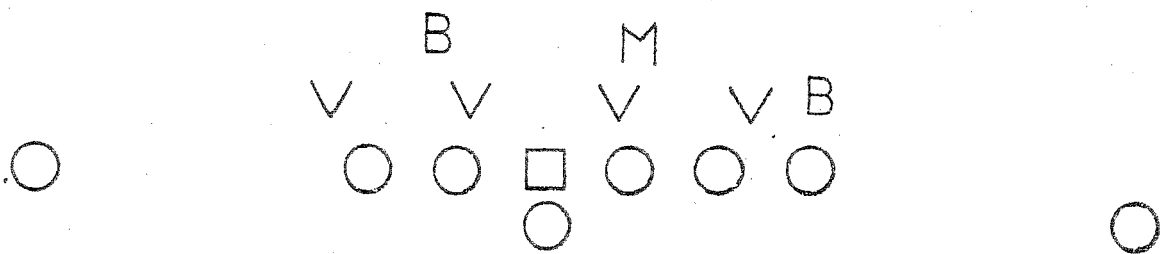
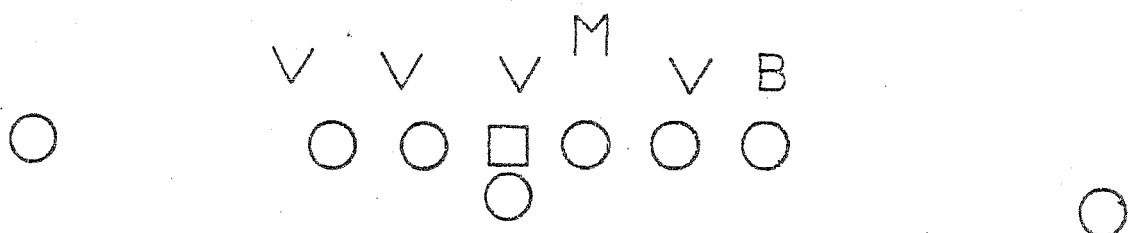
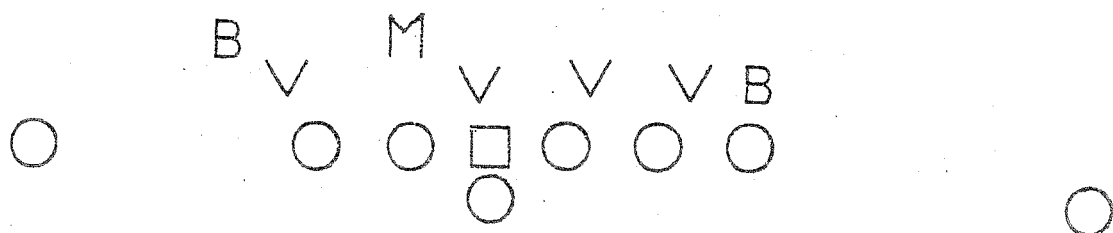


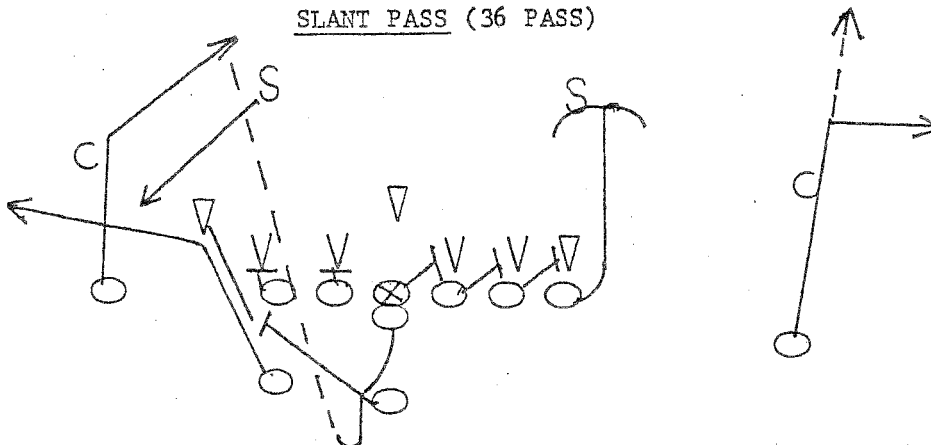
When def. T pinches on Guard's pull and Off T has trouble cutting him off.

FB - start toward block like sweep with a jab step - come back and take underneath handoff from QB and hit hole vacated by pulling Guard.



Coaching Point: often ends up inside so offside T & G must maintain cutoff blocks.





NOTE: Pass blocking is a little different since it is a short yardage play. Slide the line away from the play fake.

OFF G - drive on 1st. man to your outside.

C - drive to right away from play fake.

ON G - cutoff man over you.

ON T - drive man over you (def. E)

FLK - run a square out or a fly. Hold strong Corner and possibly Strong Safety.

Y - releases inside or outside of OLB (who is usually blitzing in this situation).

Try to hold S/S by hooking with the turn-out or turn-in.

QB - Reverse pivots exactly like FB Slant play fake. Actually put the ball in the FB's stomach - who aims for the outside leg of the ON T and picks up the OLB.

Key the W/S - if he covers X the HB will be wide open.

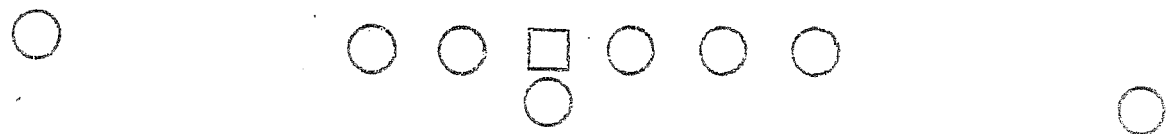
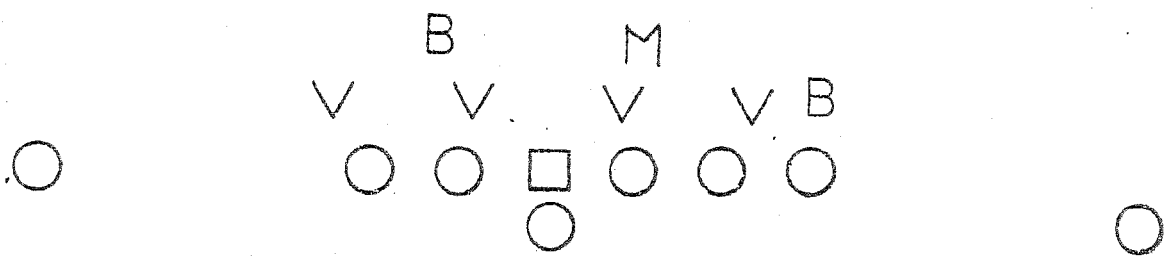
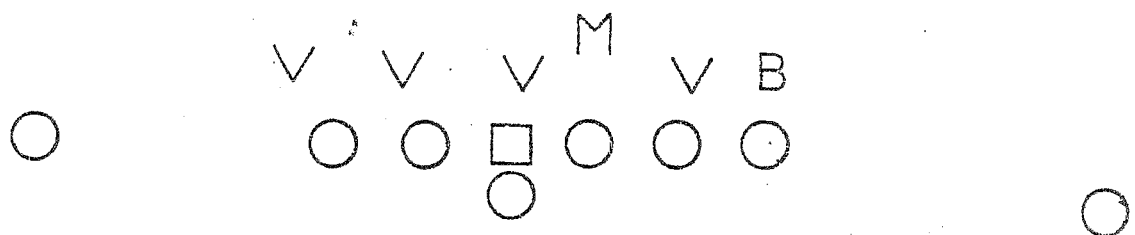
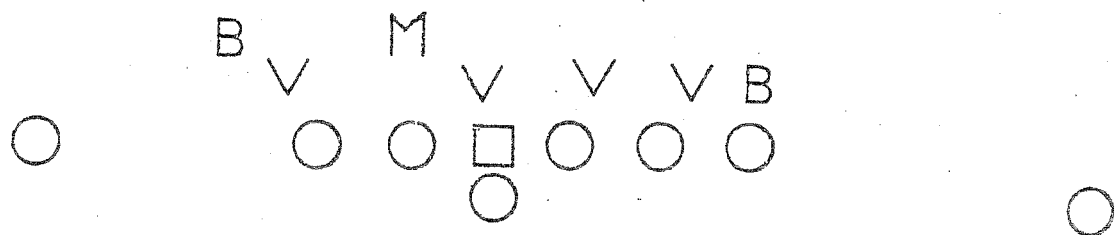
FB - fakes and drives on OLB.

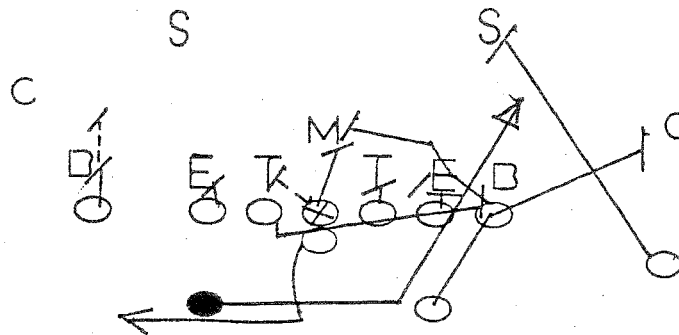
HB - drive for outside leg of OLB just as if you're going to block him - flatten out and run a sideline route.

X - lead receiver - ordinarily in the run you block the Corner or Safety (1st. man to show). You take a 3-4 yd. split and take same position as on run.

Drive downfield and then run a quick post - right into the area usually covered by the W/S. Key the W/S - if he comes up on the run or to cover HB, run a post almost directly behind the position the W/S vacated. If the W/S drops back (smells pass) X will now run a "split" (splits the Corner and Weak Safety).

QB - after fake, dropback into pocket and key W/S. If W/S is out to cover run, or



"47. POWER"

FLK - Near position (5-8 yds. from Y) - release for Strong Safety.

Y - down block on first man inside. If def. E goes down - pull off double team block and seal for MLB.

ON T - aim head for crotch of def. E and drive him. If End has inside charge - make block with left shoulder allowing Y (who is double teaming with you) to slide off and seal for MLB. If End comes upfield T & Y double team.

C - cuts off man on him - no man on drive offside to help on def. T. NOTE: Center has a "look & see" block if uncovered by down man - hesitate for a second to see if MLB is coming before you block back on def. T (read MLB).

FB - work as a team with Off G on SLB. Move up to get inside-out position on SLB and drive 1st. man outside of Y's block.

OFF G - work as a team with FB on SLB. Pull onside behind Center also driving 1st. man outside Y's block. If you see FB has block on SLB - turn through hole and look for outside Corner,

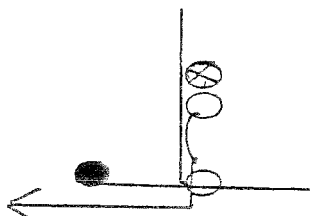
OFF T - vs. Odd pull with Off G and cut off 1st. man between you and Center. Vs. Even cut off def. E or OLB (whoever has inside responsibility).

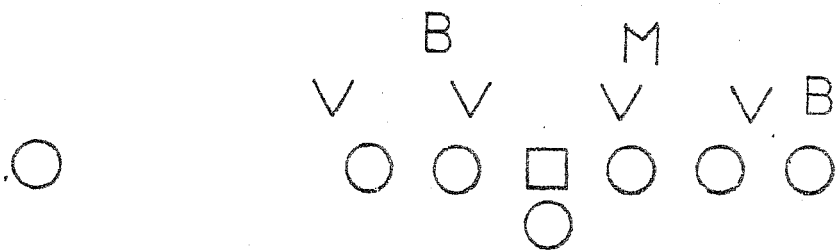
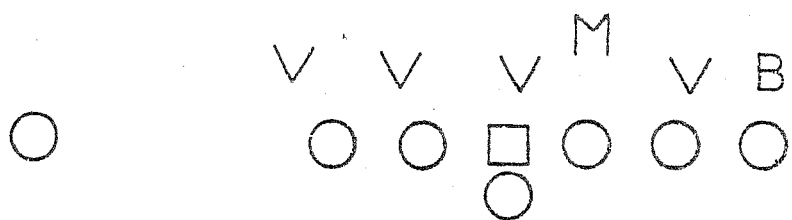
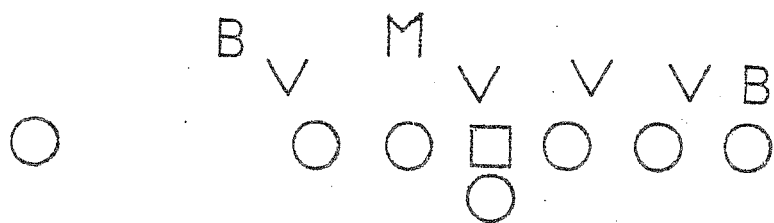
OFF E - release inside OLB and look for Safety.

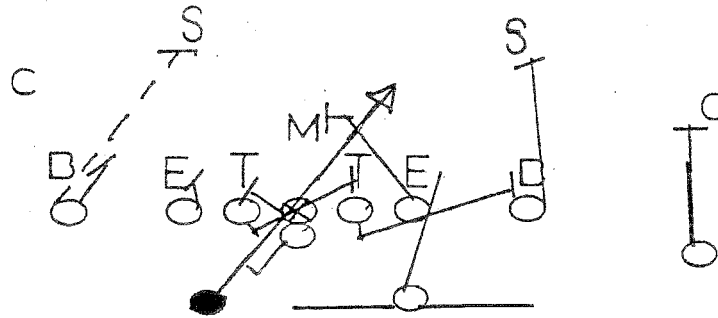
QB - open to LHB - make handoff behind Center. Don't force HB too deep from LOS.

LHB - come across parallel to LOS and drive thru hole.

NOTE: Variation = from "Brown" formation - FB fakes quick trap & blocks MLB so Center can get on down lineman quicker.





"41 QUICK TRAP"

NOTE: use when getting undue pressure from inside people on passing situation, or when MLB vacates position (as vs. "Red" formation). Run from "Red" (to either Back) or from "Brown" (to FB in 30/31 Quick Trap).

C - down blocks (blocks back on def. T)

OFF G - pull across and trap 1st. man past Center.

ON G - does 1 of 2 things: Either pull to influence - or (in passing situation) set as on pass (drawing man in) and help keep def. E from falling back in on play.

ON T - come across and block on MLB.

OFF T - seal def. E.

OFF E - seal OLB if tight - release on Safety if split.

ON E - Release outside OLB for Safety.

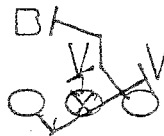
FLK - release for Corner.

FB - can do 3 things depending on LB's keys.

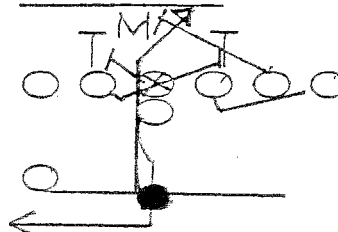
LHB - hit right off Center's block.

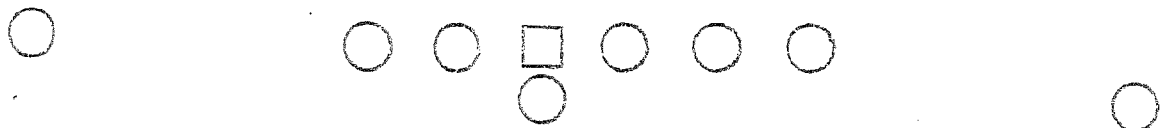
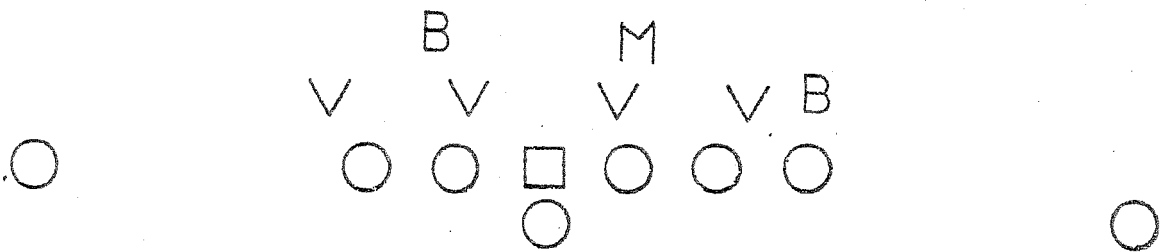
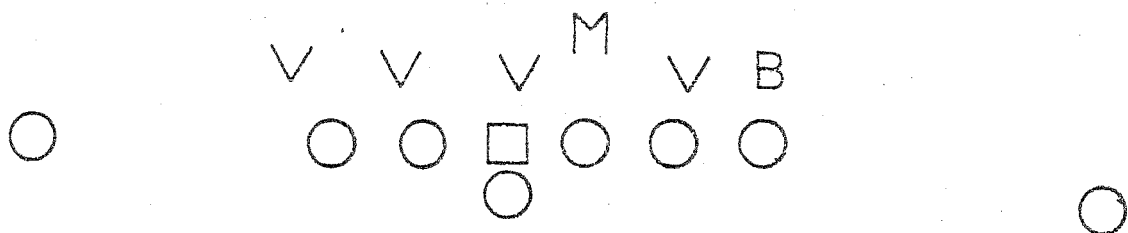
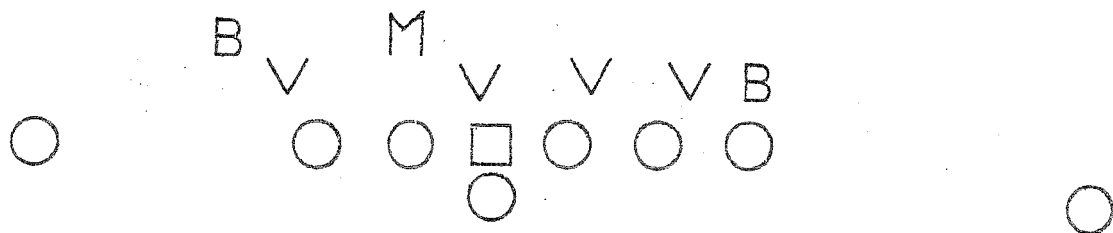
QB - slice pivot **opening quickly to HB** and make quick handoff.

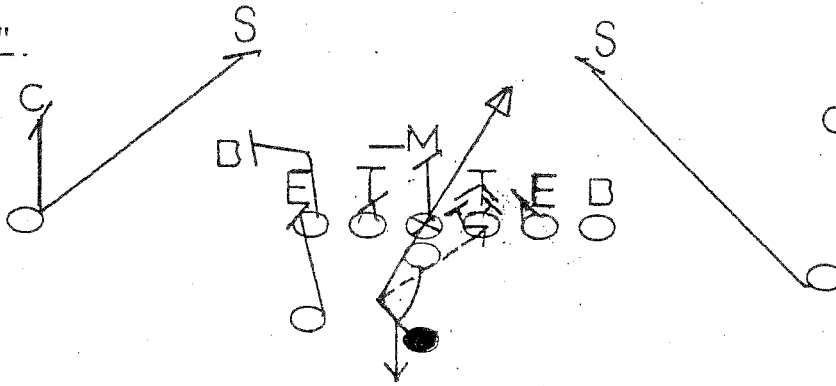
NOTE: Blocking vs. "Odd" = below:



VARIATION: From "Brown" formation - run "30-31 FB TRAP" with same blocking. See ball handling below.





"31 FB VEER"

NOTE: This is a takeoff on "36-37 Slant" when defense over pursues.

FLK - near position 8-10 yds. from Y. Release for Strong Safety.

Y - drives and cuts off man over him (OLB).

ON T - drive man over (def. E) or 1st. man to outside. C.P. - yours is an important block and you must sustain your block.

ON G - drives man over him in the direction of his charge.

C - drive MLB (who usually keys FBK)

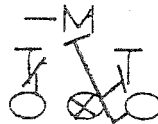
OFF G - drive out and cuts off man over him.

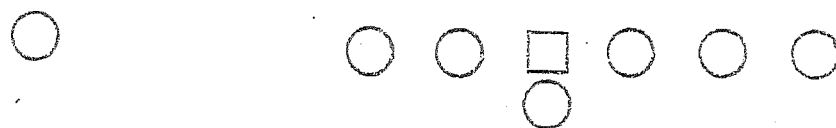
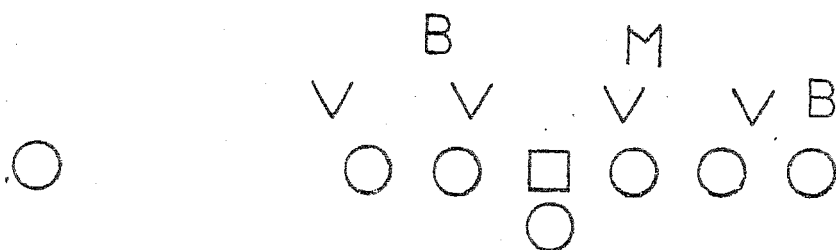
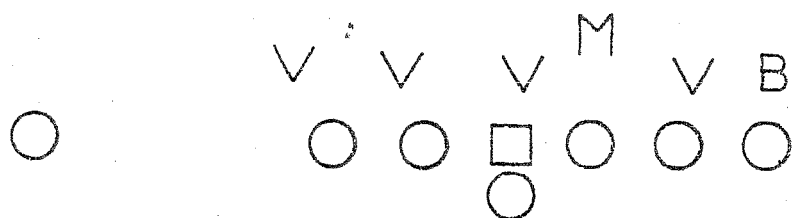
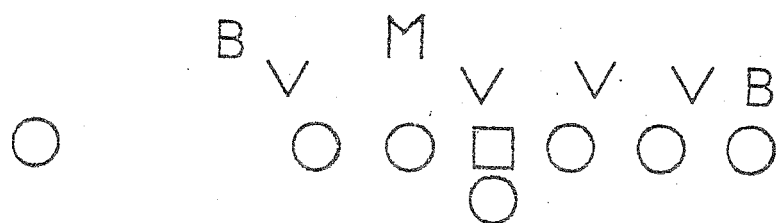
OFF T & HB - work as a team just like "37 Slant" and "Do-Dad". Usually the Tackle steps onside & seals the OLB; the HB drives at the inside leg of his Tackle and seals to outside.

QB - reverse to FB and give him the ball as deep as possible.

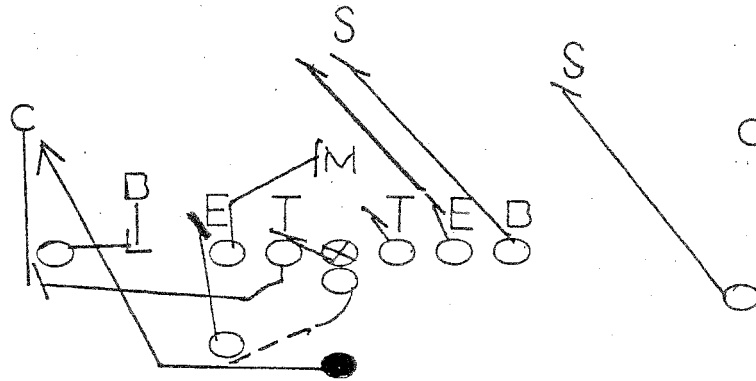
FB - starts slant to left for 2 steps and ~~veers~~ back towards Center keying block of Right Guard. If RG blocks out veer up middle - if RG blocks in veer outside of his block.

NOTE: Center & Right Guard have an option vs. "Even" defense: Center blocks onside and Right Guard folds behind on MLB. We prefer straight blocking to this option, but it can be effective depending on how the def. T is playing.





"39 TOSS WEAK"



NOTE: use vs. def. E who is in tight and when Weak Safety favors Y's side.

X - near position (5-8 yds. from Left Tackle). Crack back on 1st. LB to inside.

C.P. - 1st. step directly down LOS and adjust to LBer's pursuit from there.

HB & ON T - work as a team like on weakside Power Sweep. Tackle's rule is to drive man over him - if none slam 1st. man to outside and release inside & seal for MLB. HB's rule is to take the 1st. man outside the ON T's block - if none go thru and seal MLB.

ON G - pull exactly like Power Sweep and kick out Corner man.

C - same as Power Sweep - onside cutoff on def. T.

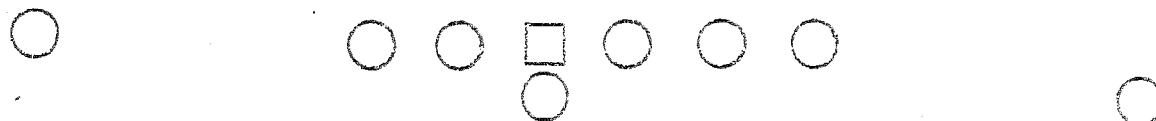
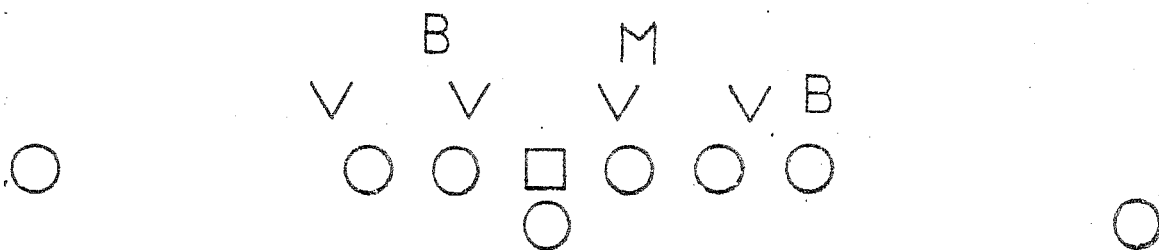
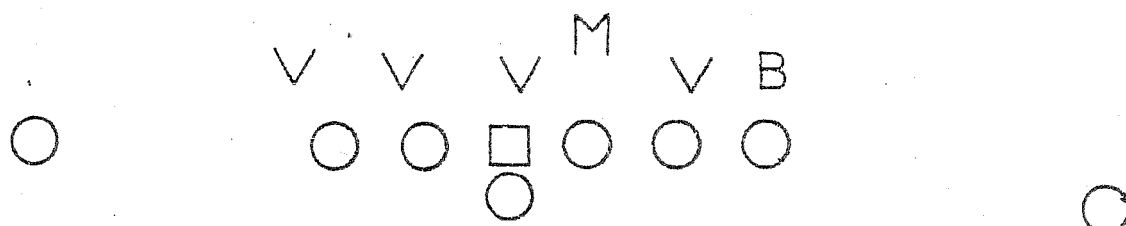
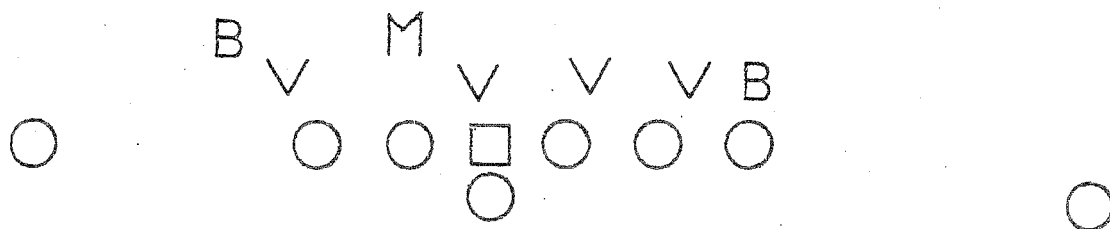
OFF G - cutoff def. T & release for secondary.

OFF T - release inside and go foe Weak Safety.

Y - release inside and get a def. back.

QB - reverse pivot and makes a 2 handed soft lateral.

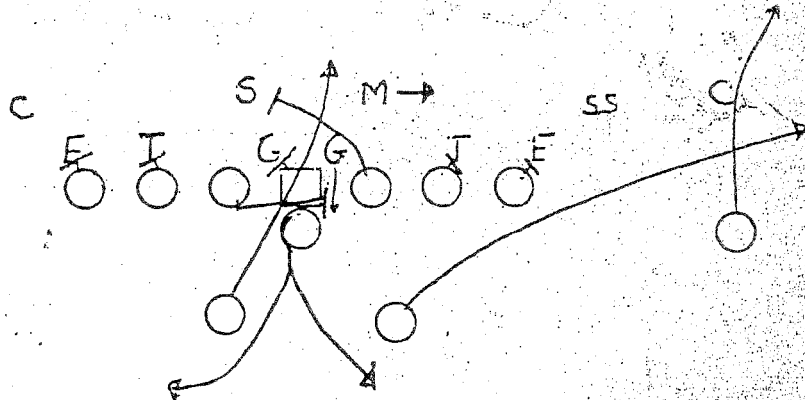
FB - get outside quickly.



GOAL LINE OFFENSE

These are all man for man assignments. Eighty percent of the people on the goal line, will go into man coverage because you have to have immediate support right now. They have to play their key and go right now. Some people may use a zone, but we haven't seen it in our area. We make the above assumptions, that this is what we are going to see. With this in mind, I am going to show you a series that we use on the goal line. It is sequential football. We do this from the first day of practice to the last game we play.

41 PLAY



We know that Mike is going to follow the fullback. Our fullback blows right out of there to the flat.

We know that the corner back is taking the flanker. We just run him off the line to the corner of the end zone.

The guard is coming hard, so we trap him. He almost takes himself out of the play.

The on guard comes down behind and blocks the safety (linebacker).

We do not block Mike because he is going away with the movement of the fullback.

The running back blows up the middle. When he first starts running this play, he sees nothing but bodies, but it opens up. It is the most direct way to get to the goal line.

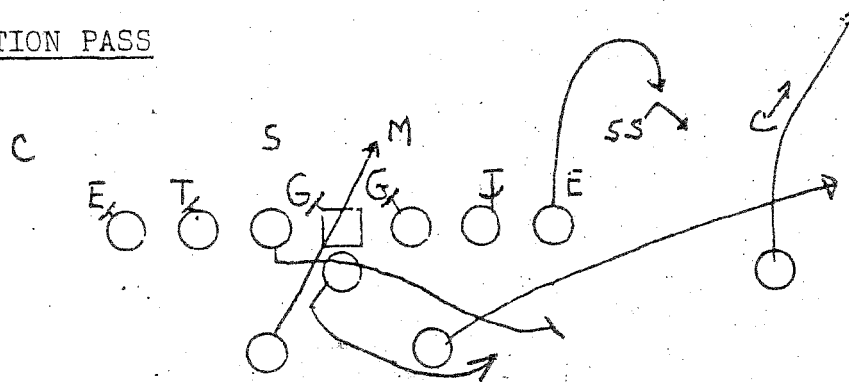
The key is the on guard. He does not run around the defensive man, he runs right through him because the guard is going to disappear on his first charge.

Our quarterback simply steps back and gives the halfback the ball then he goes out and tests the flank.

It is either going to be a touchdown or the backer is going to "stuff" that back and we are going to have to get a new back, but this hasn't happened as yet.

We take films from upstairs and from the end zone angle. We grade our films on two phases, technique and execution. In other words, is he doing a job? He may be doing everything the coach tells him in the way of technique, but he really never blocks the guy. So execution is what you are trying to get.

141 PLAY ACTION PASS



When we call a pass, we just put a 1 in front of the play number, for example, 141 pass, everything else remains the same.

Fullback heads for the flat

Flanker goes for the end zone, runs to the flag and dances. The corner has to go with him and all we are trying to do is open something up in front of him.

The running back blows through the middle just like the 41 play. He is trying to isolate Mike.

The tight end releases inside and then he curls outside.

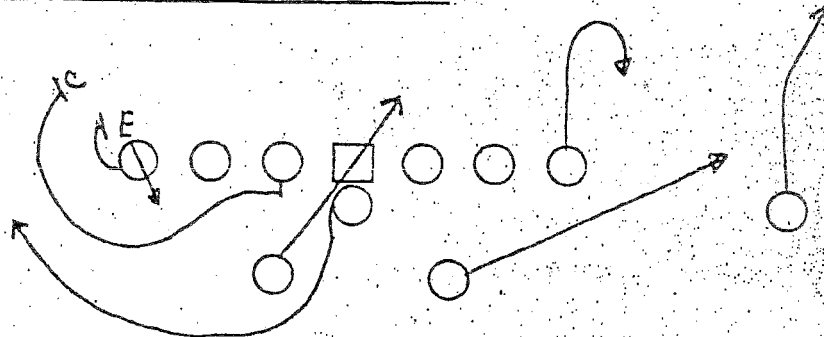
The off guard pulls and pass protects.

The quarterback fakes to the running back and comes out behind the on guard. We would like to challenge the corner, but realistically, we know we are not going to get there. The quarterback keys the safety man. We have made the assumption that Mike will not be able to cover.

The safety man, when he sees the fullback going to the flat, even though he is not his man, will take a step to the flat to cover the fullback. We will throw to the man that the strong safety does not cover.

Another thing the quarterback does is he either has an open man or throws the ball out of bounds. "You win, you covered it right." We are not going to try and force it. We don't want an interception. He is either open or he is not open. There is not an in between on the goal line. We've got to have at least three points.

41 QUARTERBACK KEEP - LEFT OR RIGHT



Everything is the same as 141 pass except the quarterback and the off guard. The quarterback steps back. He gives the back a hesitation fake. He can't just fly out of there. He has to make people think the running back has the ball. We are trying to sell the defensive end, among other people.

Our offensive end "jumps" back and out to get the outside position on the end. If the defensive end goes inside, he can't make the play. If he skates outside immediately, then we do not have a play.

We think, however, that with everything going the other way, the defensive end will be closing down to the inside.

We pull our guard on the corner and the quarterback breaks off of the guard's block.

The 41 trap, 141 pass and the 41 quarterback keep are basic against the 6-5 defense.

A good pass offense must have the ability to protect against an eight-man rush, although a defense will very seldom commit eight players to a pass rush. What the defense does, however, is threaten eight rushers but rush from three to six and drop eight to five in the pass coverage. What makes it difficult for the offense is they are not sure which six players are going to rush the passer, so they must be prepared to block all eight.

If a team is able to protect against eight rushers, they must commit eight offensive players to pass protection. Since the primary rushers are normally down linemen, inside linebackers and outside linebackers, we assign the five offensive linemen to down linemen and two inside linebackers. If an inside linebacker drops back in pass coverage, the lineman assigned to block an inside linebacker has a secondary responsibility - either help on an outside rusher or be a back-up blocker for the Center's block or back-up blocker for another teammate. (can be changed week to week by scouting report). On the snap, the blocker sets about a yard deep, so that if his linebacker drops, he can instantly be in position to help on another designated rusher.

Normally, we would like for the five offensive linemen to block down linemen, but most defensive schemes have only three or four down linemen. The other assigned blockers are the tight end, halfback and fullback. Most teams block an inside linebacker blitz with a back. We feel a lineman has a much better chance to prevent penetration on a blitz than a back who is 4 to 7 yds. off the line of scrimmage.

We don't advocate the "hot receiver" philosophy where the quarterback tries to throw to a receiver who is uncovered and a defensive rusher is free to rush the passer. A quarterback can take just so many free hits by blitzing linemen and linebackers before he starts to look for the rushers instead of concentrating on the receivers (and/or gets an injury).

We assign the tight end and backs to a rusher who is an outside linebacker or defensive back. If their assigned defensive player does not rush and drops back in pass coverage, then the assigned blocker (tight end or backs) is free to release on a pass pattern which is a complimentary pattern to the pattern run by the wide receiver and is the pattern called in the huddle (or on L.O.S.).

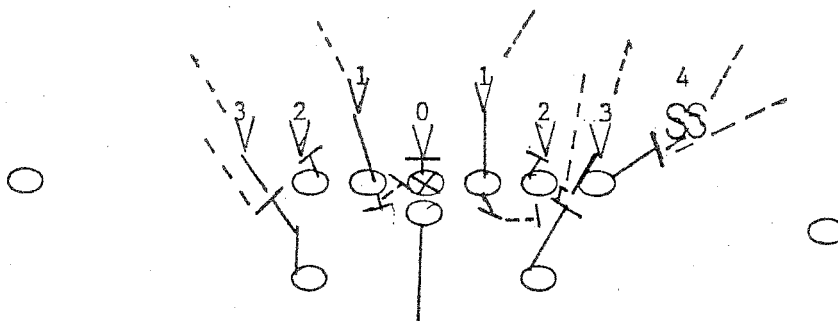
AXIOMS OF PASS PROTECTION

1. Set quickly, set on the line of scrimmage (if you are a lineman), set inside (inside foot slightly inside foot of assigned defensive man).
2. If your assignment is a linebacker off the line of scrimmage, set back three feet from line of scrimmage. (You can better adjust to linebacker if he stunts around adjacent lineman). If linebacker drops back in coverage, know your secondary assignment.
3. Always take an inside fake - slide inside - never take an outside fake. (May adjust body and feet position but don't commit).
4. Stay with your man until the ball is thrown.
5. Overanxiousness and committing yourself before rusher does can get you in trouble.
6. Learn to slide to adjust position. Keep one foot on the ground. Do not pass protect on your tiptoes.
7. Make your stand on the line of scrimmage if rusher tries to bull over you.

BLOCKING ASSIGNMENTS FOR DROP BACK PASSING

EXAMPLES: (TIGHT END SIDE IS DESIGNATED AS STRONGSIDE; SPLIT END SIDE IS WEAKSIDE)

1. VS. 3-4 DEFENSE WITH POTENTIAL STRONG SAFETY AND LINEBACKER BLITZ:



CENTER - #0 - If nose tackle moves to either gap he is still zero.

STRONGSIDE GUARD - #1 if blitzes - if linebacker drops in pass coverage will provide back-up block on outside strongside linebacker.

*STRONGSIDE TACKLE - #2

TIGHT END - #4 if blitzes - if drops back in pass coverage run assigned pattern.

STRONGSIDE BACK - #3 if blitzes - if he drops in coverage, run assigned pattern.

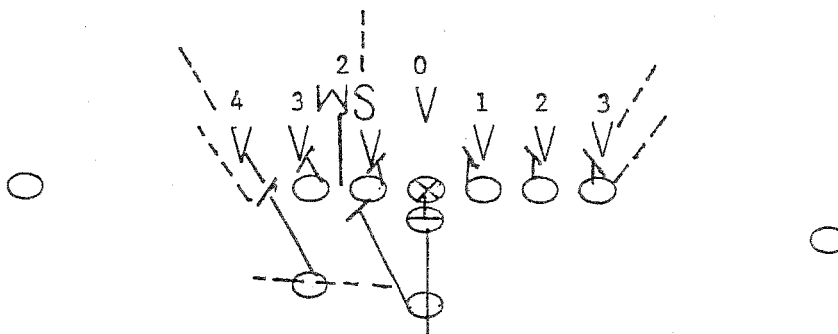
WEAKSIDE GUARD - #1 if blitzes - if drops in coverage, back-up block for Center or any rusher who penetrates middle.

*WEAKSIDE TACKLE - #2 on line of scrimmage.

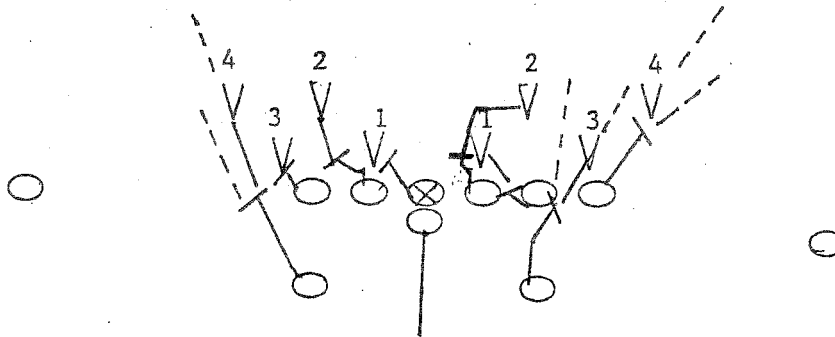
WEAKSIDE BACK - #3 or outside linebacker (tackle blocks down lineman whether he is inside or outside the outside linebacker). Release if drops.

*NOTE: Tackles responsible for making call to their side of the ball with strongside Tackle making first call. In above diagram, the strongside Tackle would call "4". The weakside Tackle would call "3". These numbers designate potential # of rushers to that side.

2. VS. 4-3 DEFENSE WITH POTENTIAL WEAK SAFETY AND LINEBACKER BLITZ:



NOTE: If there is a "4" call by weakside Tackle with either a nose tackle or middle linebacker on the Center, the Quarterback will automatic to a pattern where both backs block weakside (advantage for strongside Back to shift to Fullback position). In this case, the Tight End blocks #3, and releases on pattern if he drops in coverage.

3. VS. 4-4 WITH POTENTIAL 4 LB BLITZ:

STRONGSIDE GUARD - Works with strongside Tackle - blocks #1 or takes inside blitzer.

STRONGSIDE TACKLE - Works with strongside Guard - blocks #2 or outside blitzer. If linebacker drops in coverage, backs up block on #3.

TIGHT END - #4 if blitzes - if #4 drops in coverage, run assigned pattern. If there is a "3" call, Tight End releases and runs pattern without checking blitz.

STRONGSIDE BACK - #3

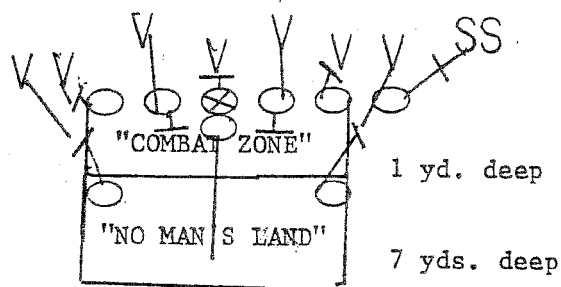
CENTER - Works with weakside Guard - blocks #1 weakside or takes inside blitzer.

WEAKSIDE GUARD - Works with Center - if #2 blitzes, blocks outside blitzer.

WEAKSIDE TACKLE - #2 on line of scrimmage.

WEAKSIDE BACK - #4 - if drops in coverage, run assigned pattern.

OBJECTIVE OF PASS PROTECTION



*The objective is not to allow defensive rusher to penetrate an area between offensive Tackles and seven yards deep from combat zone.

Diagram illustrating three passes (#0, #1, #2) of a process, likely a path optimization or scheduling problem, showing various nodes, connections, and zones.

"0" - PASS

Diagram showing nodes X, A, B, Y, W, and a square node. Connections include a loop from X to 13-15, a path from B to Y, and a path from Y to M-M. A vertical line labeled ZONE is shown.

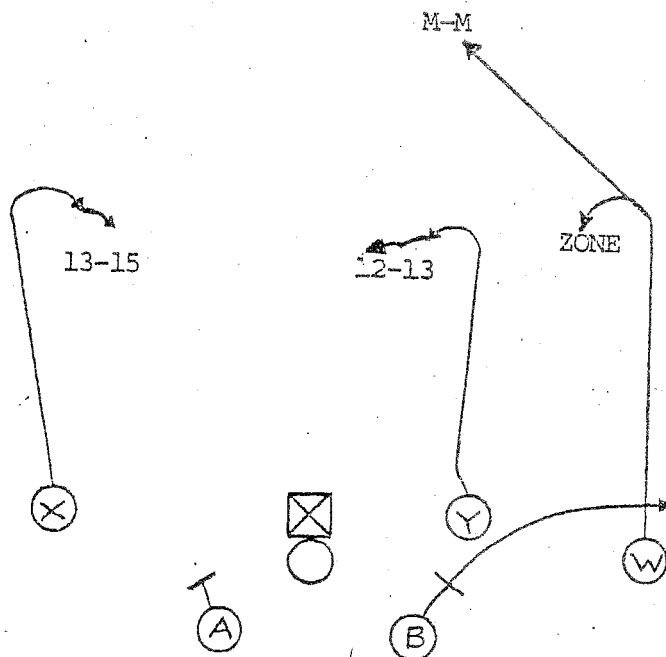
1 - PASS

Diagram showing nodes X, A, B, Y, W, and a square node. Connections include a loop from X to 13-15, a path from B to Y, and a path from Y to M-M. A vertical line labeled ZONE is shown.

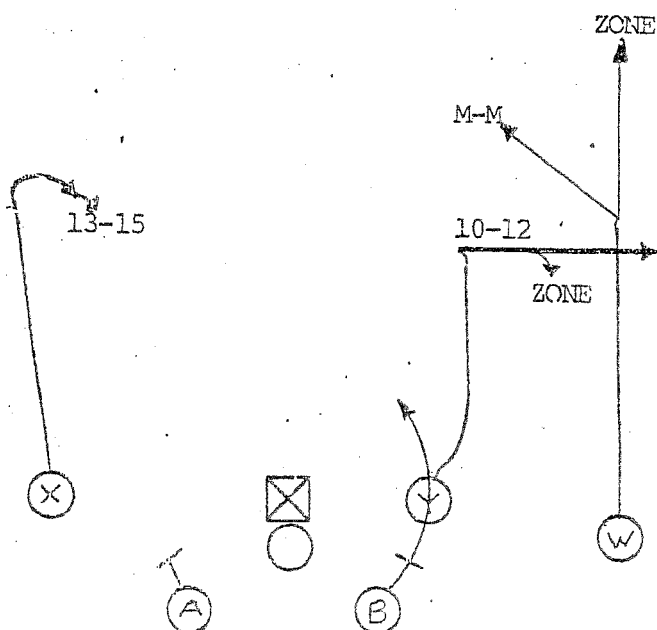
#2 - PASS

Diagram showing nodes X, A, B, Y, W, and a square node. Connections include a loop from X to 13-15, a path from B to Y, and a path from Y to M-M. A vertical line labeled ZONE is shown.

1 - PASS

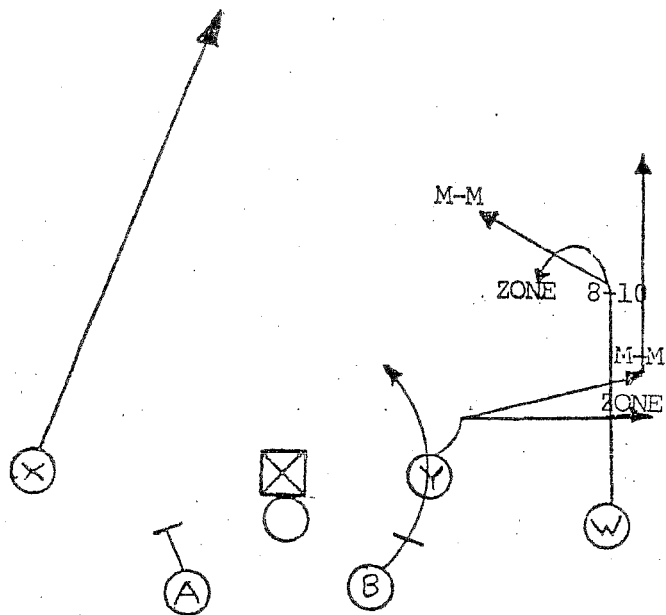


#2 - PASS

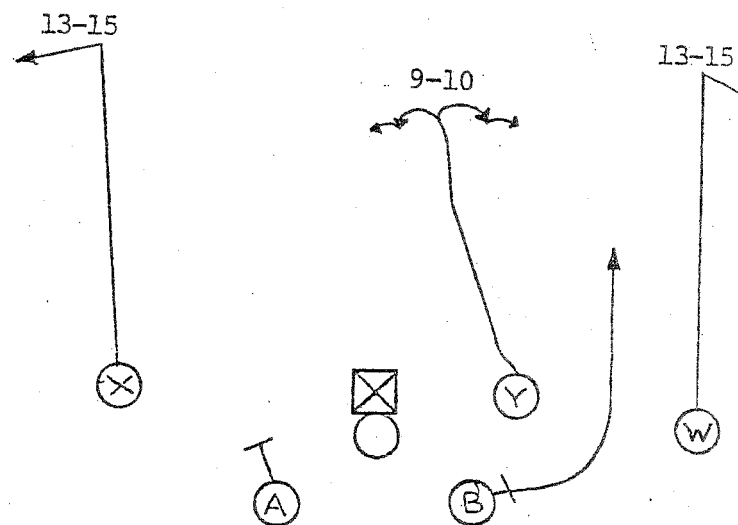


NUMBERED PASSES
(ALWAYS STRONGSIDE)

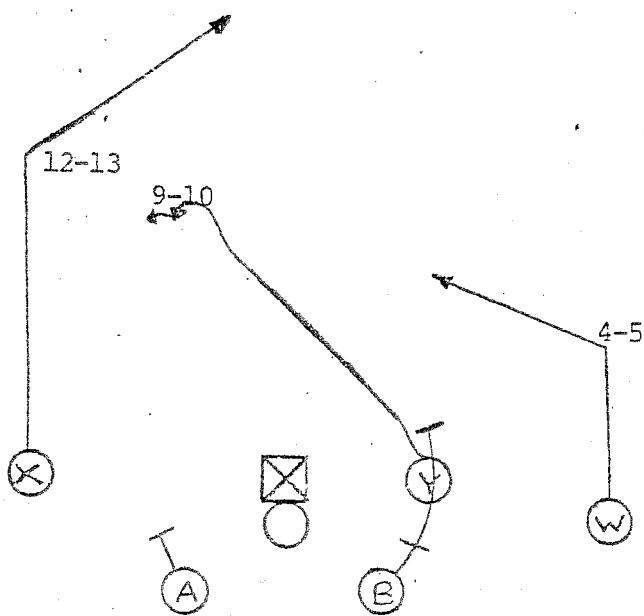
#3 - PASS



#4 - PASS



#5 - PASS



AGGRESSIVE BLOCKING

The diagrams illustrate four different dog training exercises, each involving a dog (X), a handler (W), and various markers (A, B, Y, ZONE, ZEEK).

#6 - PASS

DOG OR TIGHT

ZEEK

6-7

9-10

W

A

B

Y

AGGRESSIVE

#7 - PASS

DOG OR TIGHT

ZONE

6-7

W

A

B

Y

10

12-13

#8 - PASS

DOG OR TIGHT

ZEEK

9-10

W

A

B

Y

#9 - PASS

DOG OR TIGHT

ZONE

9-10

W

A

B

Y

#7 - PASS

DOG
OR
TIGHT

ZONE

6-7

710

AGGRESSIVE

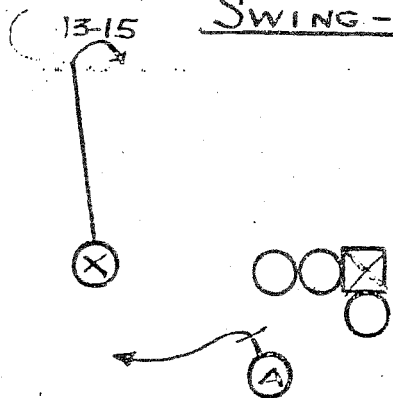
#9 - PASS

DOG
OR
TIGHT

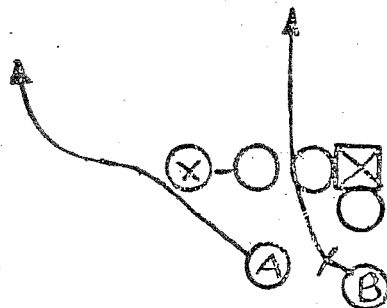
9-10

ZONE

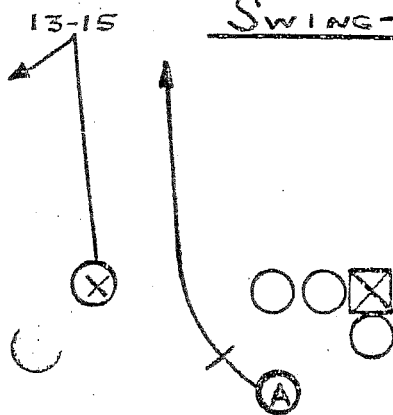
13-15 SWING-1



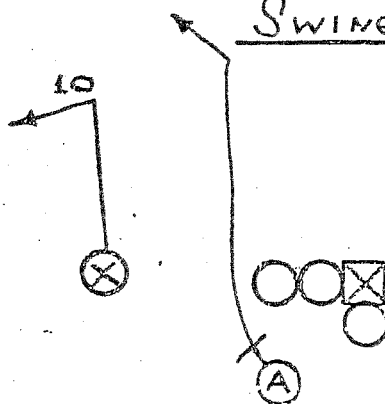
FLOOD 1



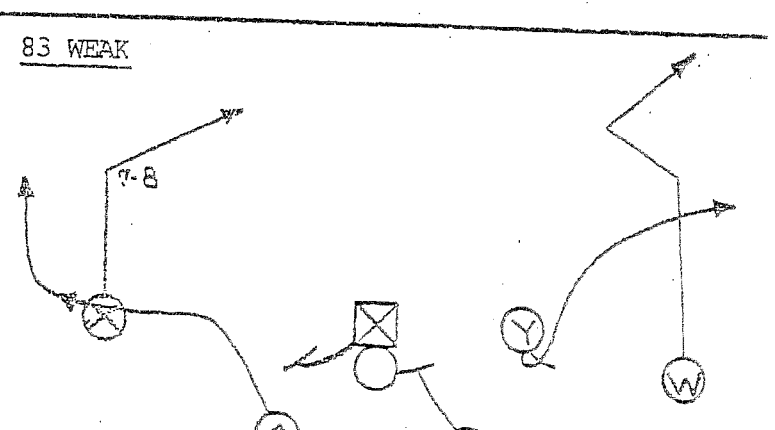
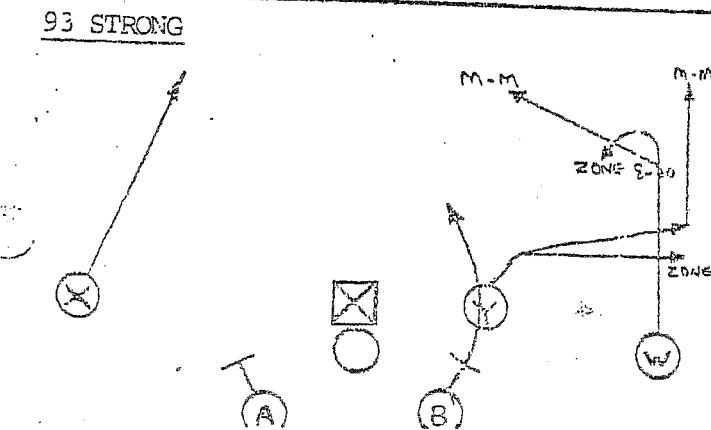
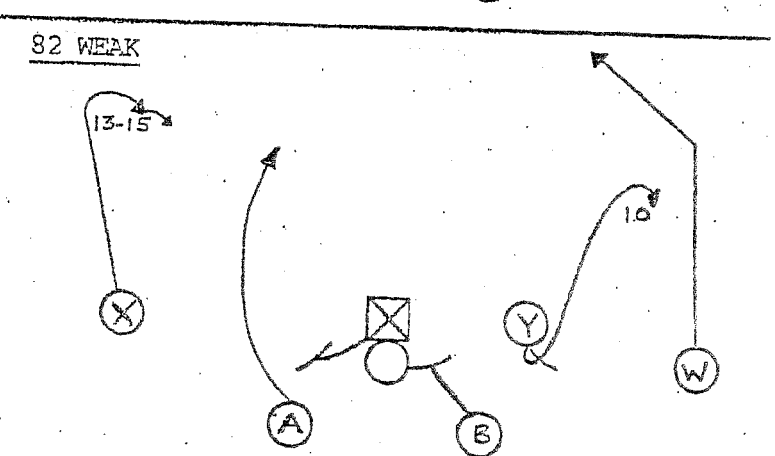
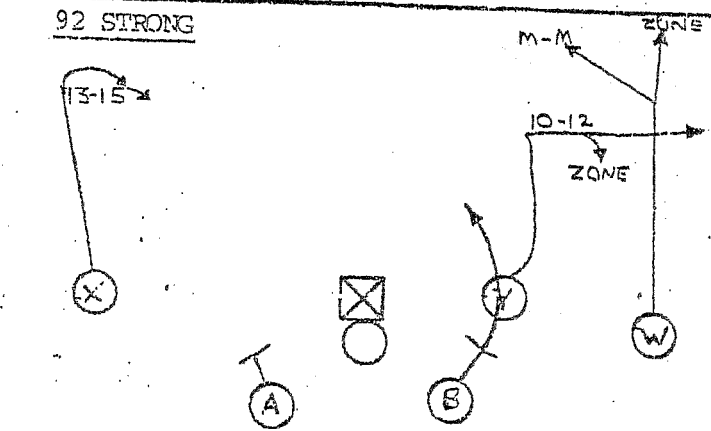
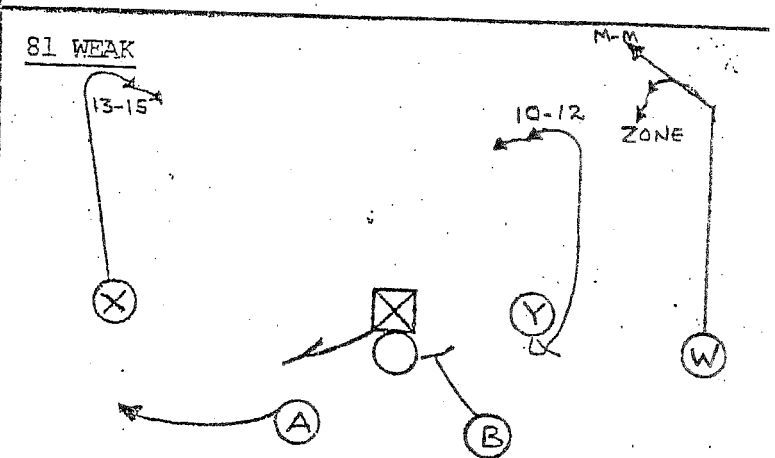
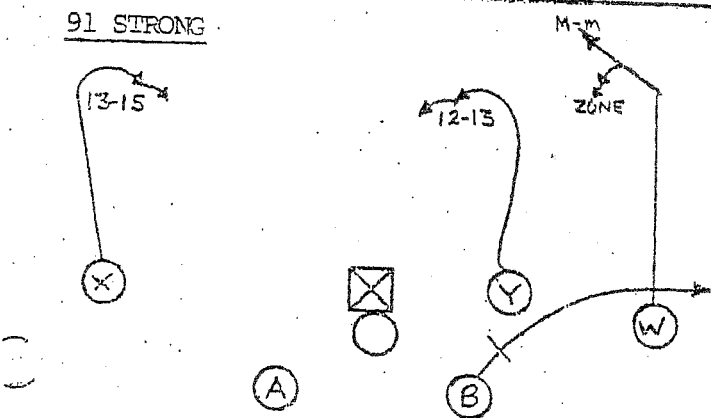
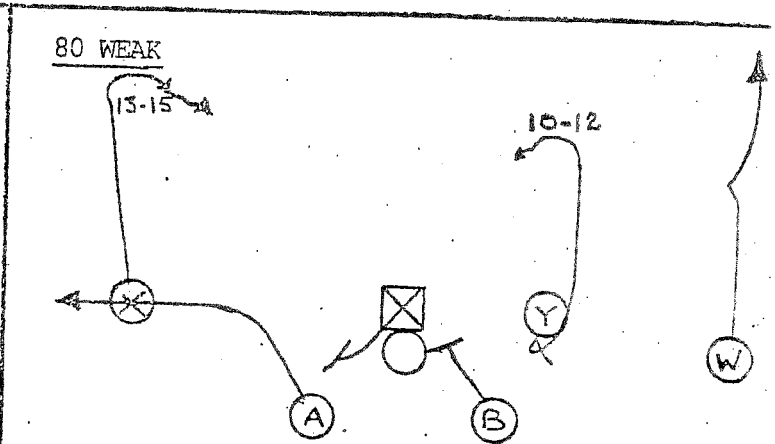
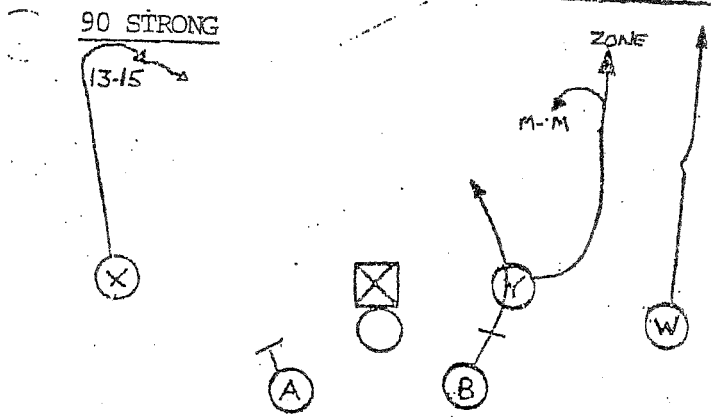
13-15 SWING-4



SWING-7

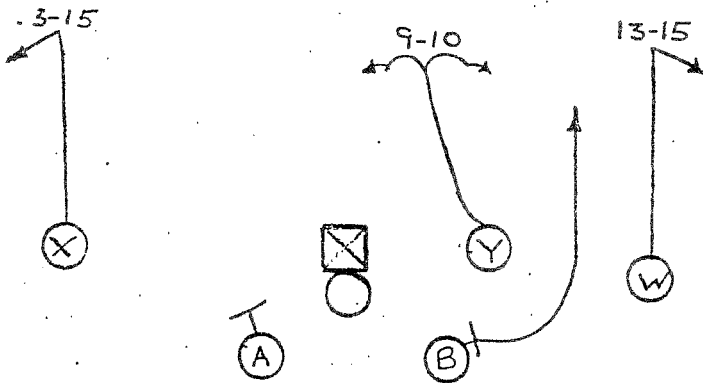


AUTOMATIC PASSES
RIGHT FORMATION

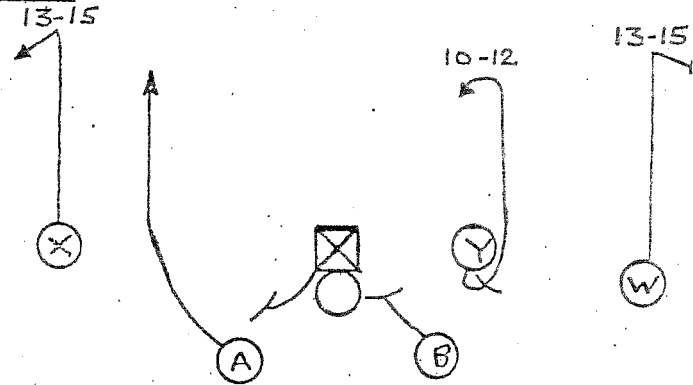


AUTOMATIC PASSES RIGHT FORMATION

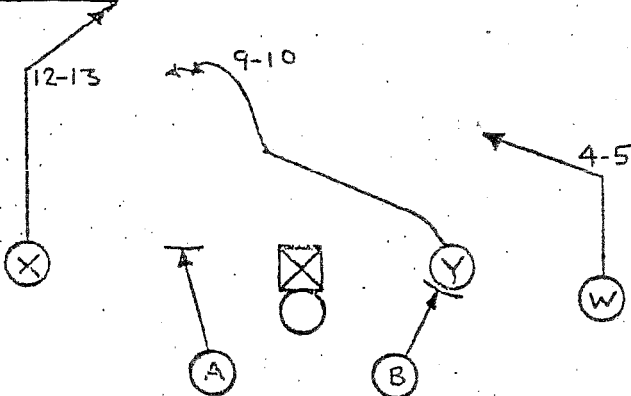
94 STRONG



84 WEAK

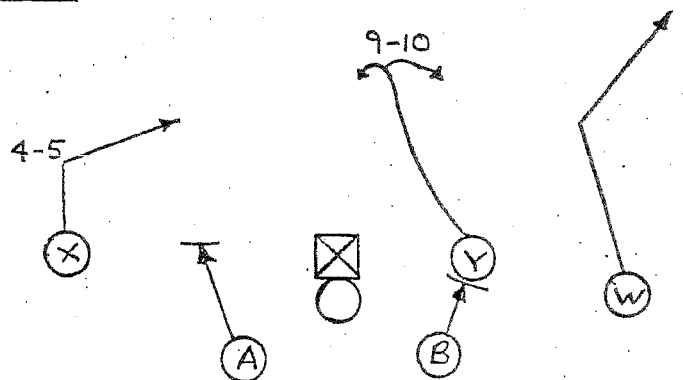


95 STRONG



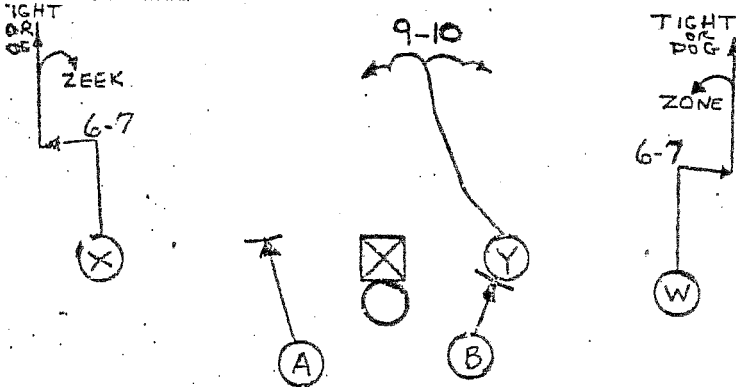
AGGRESSIVE

85 WEAK



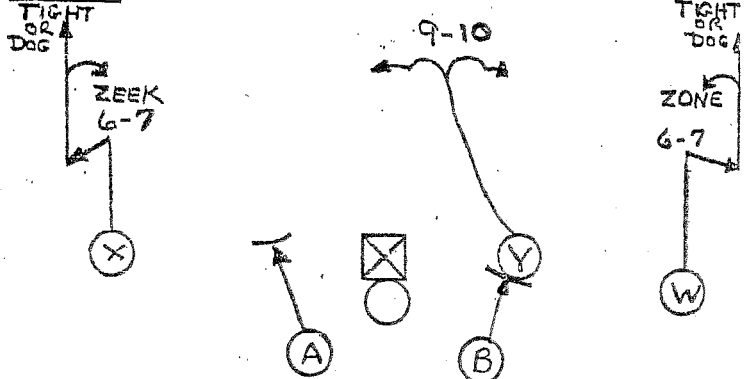
AGGRESSIVE

96 STRONG



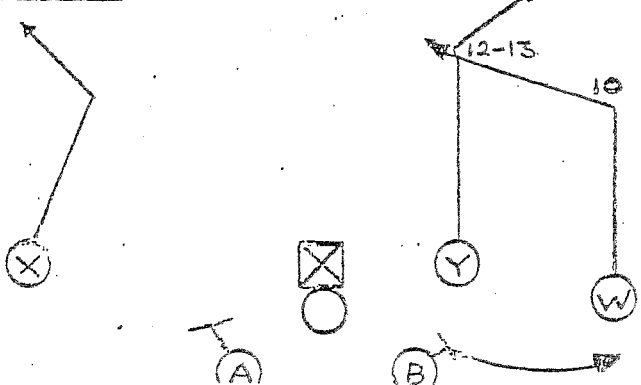
AGGRESSIVE

86 WEAK

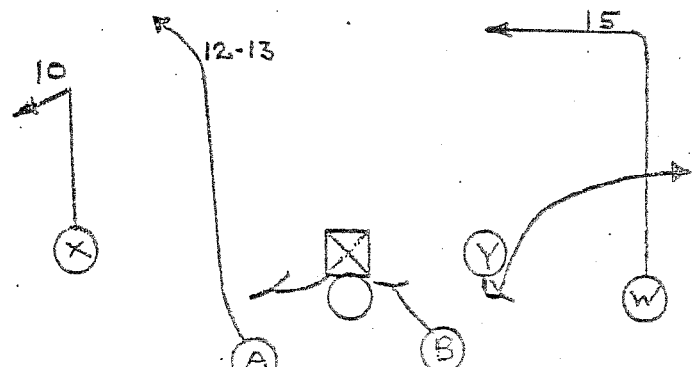


AGGRESSIVE

97 STRONG

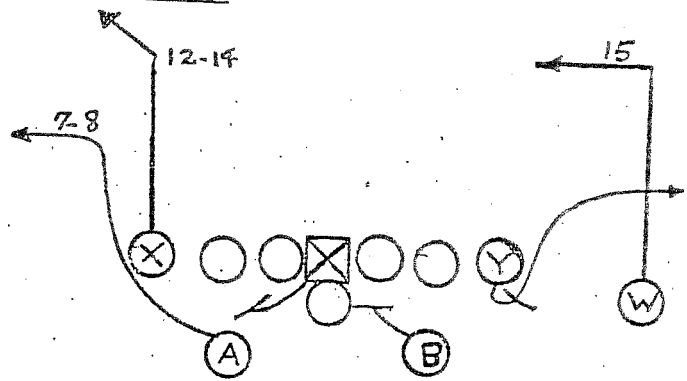


87 WEAK (X-Split)

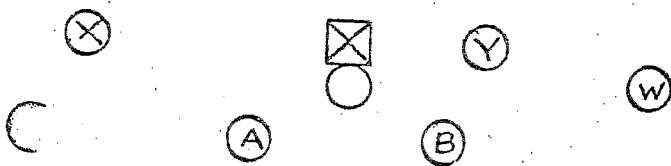


AUTOMATIC PASSES
RIGHT FORMATION

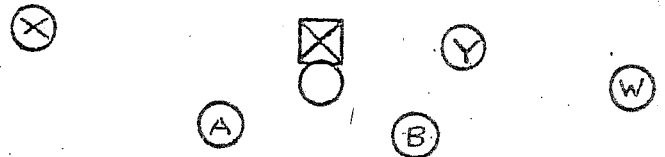
87 WEAK - X TIGHT



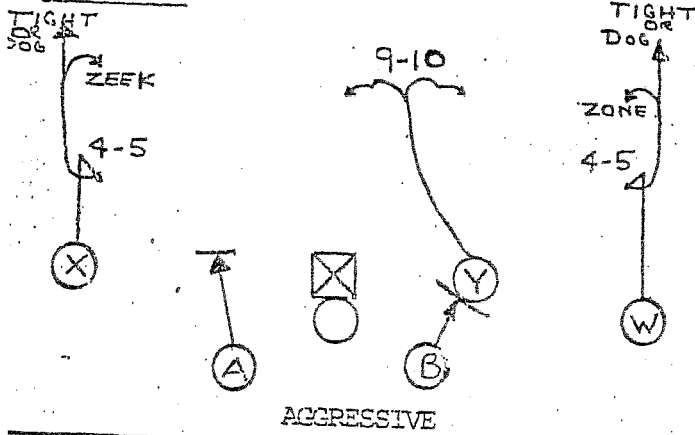
98 STRONG



88 WEAK



99 STRONG



89 WEAK

